Dungeons & Dragons® Supplement

SANDSTORM™

Mastering the Perils of Fire and Sand

Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker

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Introduction

The gray mounds of the desert roll into the distance, baked by the blazing sun. Not a single stone shows through the powdery plane, nor does a single insect scurry across its surface. There is no landmark to steer by across the burning silence of the sand sea except the sun. Dust billows with every step, choking parched throats.

Dryness, ash, dust, heat, and sand: These are the elements that make up a waste environment. The presence of any one of these elements might be sufficient to qualify an area as a waste environment. The presence of two or three elements is usually a sign of a fairly inhospitable place, while a locale that features all five elements is an environment that can test the strongest will.

The scale of what can be classified as a waste environment extends from the very small, such as a single dry spot in an otherwise temperate location (even a single chamber in a dungeon), to the enormous—a region, continent, world, or perhaps an entire plane of existence. The conditions, hazards, and effects of these zones vary in type and severity, depending upon the specific cause and location of the given waste. The possibilities are endless.

THE WASTE IN YOUR GAME

The methods by which you can introduce waste elements into your campaign are, like waste environments themselves, nearly endless. The simplest method is the inclusion of an extremely hot or arid room or chamber in your next dungeon scenario, or as an obstacle through which your player characters must pass to move on to the next phase of the campaign. Mixing mundane threats with an environment that carries its own challenges is a way to inject variety into the game. Encounters with "ordinary" monsters could prove more deadly than they would be in areas where the environment does not come into play.

Every waste environment is different. While one warm environment might threaten dehydration in rounds, many others become dangerous only after several hours of trekking through them. For instance, anyone can stand outside on a hot summer day without real risk. However, force someone to walk for miles carrying a hundred pounds of equipment on that same hot summer day, and the possibility of heat exhaustion becomes a real threat.

Experienced characters might choose to journey for months through hot and sandy regions in search of any adventure that finds them, or for a specific purpose. Perhaps they seek to uncover the entrance to the lost City of Dar, where artifacts of the ancient pharaohs must be found before a terrible curse fulfills its ancient promise.

Eventually, adventurers gain the ability and the desire to travel the planes, enabling them to brave the perils of lava-filled regions of the Elemental Plane of Fire, Baator's hoary layer of Stygia, or any other plane of heat and sand.

However you choose to introduce the waste elements of dryness, ash, dust, heat, and sand into your game, this book is designed to be your first and best resource. Here, you will find rules for extreme heat and malignant deserts, new races and touchstone feats, equipment, spells, monsters, and more.

HOW TO USE THIS BOOK

Sandstorm is intended for use in any DUNGEONS & DRAGONS® game. You will need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* to make use of the material in this book. In addition, you might find it useful to have the *Epic Level Handbook* and the *Expanded Psionics Handbook*, since this book contains a small amount of material designed for use with the systems introduced in those rulebooks.

The topics covered in this book include:

Chapter One: The Waste. This chapter describes the terrain and perils of the waste, the regions of endless ash and sand found in deserts throughout the world, as well as more exotic locations.

Chapter Two: Races, Classes, and Feats. This chapter describes the principal character races of the waste, including two new PC races, the asherati and the bhuka. Special rules and considerations for core character classes, and a selection of new feats including several waste-based touchstone feats, are included here as well.

Chapter Three: Prestige Classes. This chapter introduces six new prestige classes that are somehow associated with waste environments, including the ashworm dragoon, the lord of tides, and the scorpion heritor.

Chapter Four: Equipment. Weapons, gear, and special alchemical items common to desert explorers are described in this chapter. Also found in this chapter are exotic weapons, vehicles useful for sailing dust seas, and kheferu, a special material.

Chapter Five: Magic. This chapter introduces the concept of drift magic and introduces new spells and magic items commonly encountered in the waste. It also includes a small number of epic spells and psionic powers.

Chapter Six: Monsters of the Waste. This chapter describes several new monsters native to the waste, as well as monsters that are thematically tied or owe their existence to concepts pioneered in this book.

Chapter Seven: Adventure Sites. This chapter describes distinct adventure locales suitable for a campaign set in the waste.

Appendix: Waste Encounters. This appendix provides a set of EL-based encounter tables for all your desert encounter requirements.

THE WASTE

CHAPTER ONE

Illus. by C Lukacs

The shrieking wind whips and stings exposed flesh, driving sand into everyone's eyes and mouth, and into the smallest crevices of the best desert burnooses. For five days, the sandstorm has pummeled nerves and will. The water is rapidly disappearing, and all fear to sleep, lest the storm bury them beneath the drifts. Prayers are offered up to deities, spells of protection are cast, and more speculative strategies are discussed. But to what end? Nothing can survive an excursion into the black sand.

A waste can encompass far more than the traditional image of a sandy expanse dotted with cacti. One waste wilderness might be just dry, packed dirt, while another might have towering dunes of endless sand. It can be as exotic as the endless expanse of howling wind on the plane of Pandemonium, or as mundane as a dust bowl caused by overgrazing on a ranch on the Material Plane. Each different zone has its own unique combination of hazards, from choking pits of regolith to parching duststorms and whirlwinds of flaying sand.

This chapter outlines the major types of waste environments, the various types of terrains within those environments, and the dangers that exist therein.

FORMATION OF A WASTE

A world can have many different types of wastes, which are most common in places where some sort of environmental degradation has killed off the normal processes that keep an ecosystem balanced. When an ecosystem dies, temperature regulation fails, life ends, and the sands take over.

For instance, a waste environment could appear quickly near a volcanic vent where the extreme heat has killed local fauna and flora. On the other hand, a waste environment could take thousands of years to manifest, resulting from generations of overgrazing by primitive tribes that keep herds of grass eaters. More advanced civilizations are able to produce waste environments far more quickly by means of technology, magic, or other destructive or environment-affecting forces.

A waste is not always a natural phenomenon, however. Intelligent species can sometimes create situations or events that cause the spontaneous or irregular formation of waste environments. Most have no idea that their actions could have such dire consequences. Lands, or even cast seas, that once bloomed with life can become empty wastelands as a result of some disaster or even the anger of deities.

NATURAL INSTIGATION

Here are two ways that wastes can naturally form on a world, given enough time.

Desertification

Human interference in the environment, particularly in sensitive areas that border desert regions, can quickly transform a green and fertile land into a worthless barren. The most common causes of desertification are overgrazing, nonsustainable farming practices, and excessive logging.

Certain grazing animals, especially sheep and goats, crop grasses down to the root and expose the soil to wind and weathering. If the herds graze overlong in a given area, the soil becomes too dry to sustain the grasses that once anchored it, and it blows away in great clouds. Constant pounding by hooves also degrades the soil, grinding it into finer particles that are more easily carried away on the wind.

Sustainable farming involves adopting measures to preserve the land's fertility. Leaving a section of the fields to lie fallow each year (or seeded with a natural fertilizing crop, such as clover) is a common practice; it lets the soil recover and regenerate without a crop so that it can return to service the following season. Contour plowing, which girdles a hillside instead of traveling up and down its slopes, helps prevent soil erosion from runoff. Planting windbreaks of trees, shrubs, or tall grasses helps prevent erosion in windswept areas. If greedy landowners try to extract the maximum possible yield from their holdings, or desperate peasants overcultivate in an effort to survive, the land quickly deteriorates. The result is the classic "dust bowl," with nothing but blowing grit replacing the former breadbasket.

Excessive logging can also reduce tree cover to the point that root systems no longer anchor the topsoil. Hillsides are especially vulnerable to drastic erosion from deforestation. Slash-and-burn farming also contributes to tree loss. In areas of tropical dry forest (wooded lands with long, dry summers and brief, wet winters), reckless logging can quickly transform ancient woodland into expanses of arid savannah.

Global Warming

General warming trends in the climate can convert forest to dry grassland, and grassland to sandy desert. This is a natural cycle in a world's life span, but again, the activity of intelligent creatures can accelerate or exacerbate its arrival. If the population is large, the widespread burning of coal, wood, animal grease, and similar organic fuels increases the amount of carbon dioxide in the atmosphere and helps warm the climate. A vast active range of volcanoes can produce enough gas to seriously affect the environment. This might be a natural effect, along the edges of colliding continents, or the result of mighty magic.

GLOSSARY OF WASTE TERRAIN TERMS

Below are some important geographical terms you might find helpful when using these environments and terrains in your campaign.

Barchan: A moving, isolated, crescent-shaped dune. The convex edge points toward the wind.

Basalt: A common dark, fine-grained volcanic rock.

Bench: A small terrace or steplike ledge breaking the continuity of a slope.

Caldera: Large depression containing volcanic vents.

Catena: A chain or line of craters.

Chasma: Canyon. An elongated, steep-sided depression.

Collapse Pit: A closed, rimless depression caused by subsidence.

Eolian: Term applied to wind erosion or deposition of surface materials.

Escarpment: A long, more or less continuous cliff or relatively steep slope produced by erosion or faulting.

Esker: A long, low, narrow, sinuous, steep-sided ridge or mound composed of irregularly stratified sand and gravel that was deposited by a glacial stream flowing between ice walls or in an ice tunnel of a continuously retreating glacier, left behind when the ice melted.

Fossa (Fossae): Ditches. Long, narrow, shallow depressions. They generally occur in groups and are straight or curved.

Graben: An elongated, relatively depressed area bounded by faults.

Labyrinthus: Complex, intersecting valleys.

Mare: Low-lying, level, relatively smooth plainslike areas of considerable extent.

Mensa (Mensae): Mesas. Flat-topped prominence with cliff-like edges.

Mons (Montes): Mountains. A large topographic prominence or chain of elevations.

Pahoehoe: A type of lava having a glassy, smooth, and billowy or undulating surface; it is characteristic of Hawaiian lava.

Patera: Irregular crater or a complex one with scalloped edges.

Pedestal Crater: A crater around which less resistant material has been removed from the ejecta, leaving an elevated surface of more resistant material.

Planitia: Plain. Smooth low area.

Planum: Plateau. Smooth elevated area.

Regolith: A general term for loose material overlying bedrock.

Rift: A narrow cleft, fissure, or other opening in rock (as in limestone), made by cracking or splitting.

Scabland: Elevated, essentially flat basalt-covered land with little or no soil cover.

Scarp: A line of cliffs produced by faulting or by erosion. The term is an abbreviated form of escarpment, and the two terms commonly have the same meaning.

Sediment: Solid, fragmental material originating from the weathering of rocks (such as sand, gravel, mud, or alluvium).

Tholus: Isolated domical small mountain or hill.

Vallis (Valles): A sinuous channel, many with tributaries.

Vastitas: Extensive plain.

MAGICAL INSTIGATION

Wastes can also form due to powerful magic, either intentionally or accidentally. For instance, at least one known world was laid waste by the overutilization of life-consuming magic, leaving only a barren, desert world. Such places are easily identified as unnatural, with eternal whirlwinds, racing dunes, statues of salt, rivers of magma that never harden, or the like.

Global Warming

The epic spell *global warming* causes the atmosphere in a large region to quickly heat up. Arctic zones become temperate, and temperate zones become tropical. Inland areas experience drought and killing heat, while coastal lands become flooded as the ice caps melt. Former deserts become blazing hells. See the *global warming* spell description, page 130, for more information.

Dire Drought

Powerful spellcasters can cover large areas with intense heat and dryness with the epic spell *dire drought*, which conjures duststorms and severe heat conditions, and deals nonlethal damage to unprotected creatures. The intense heat instantly evaporates small bodies of water and significantly lowers the levels of larger bodies. This dries out the landscape and causes hot blasts of sand, dust, and even salt crystals. See the *dire drought* spell description, page 129, for more information.

Sample Created Wastes

Here are two examples of lands that were affected by terrible magic and turned into deadly wastelands.

Plains of Purple Dust: On the eastern Mulhorandi region of the continent of Faerûn, the sand has a lingering magical aura, so few people venture into its depths (although nomadic humans wander its western edges). Purple worms writhe and burrow through these wastes, while desert caverns ruled by lizardfolk connect to the deeper dangers of the Underdark. This desert is thought to be the remnant of a magical battle between the deities of the ancient empires of Unther and Mulhorand.

Sea of Dust: Thousands of years before the present time, in the western part of Oerik (a vast continent on Oerth, the world of the Greyhawk setting), two great empires grew and eventually clashed. The Suel people fought a succession of bitter wars with the Baklunish Empire. In a terrible culmination of their struggles, Suloise wizards called down a mighty spell, the *invoked devastation*, upon the Baklunish lands. In a desperate retaliation, the Baklunish invoked their own curse, the *rain of colorless fire*. The Suloise Empire was instantly reduced to a vast desert, now called the Sea of Dust.

Deep within this desert are ruins of the ancient Suel, and the powerful magic of that past age might still lie hidden in their depths. Unfortunately, the unimaginable energies unleashed in the destruction have also spawned horrific creatures and bizarre magical hazards, so finding this magic might be next to impossible.

WILDERNESS WASTE ENVIRONMENTS

While they are most closely associated with deserts, waste environments can be found in almost any landscape. No two wastelands are exactly alike, and oftentimes, the only defining features they have in common are a lack of precipitation and a high rate of evaporation. Even some low-temperature areas fit the definition of desert, though this book does not deal with such cold climates (they are described in the *Frostburn* supplement).

This section outlines some of the most commonly encountered types of aboveground waste environments.

FIRE DOWN BELOW

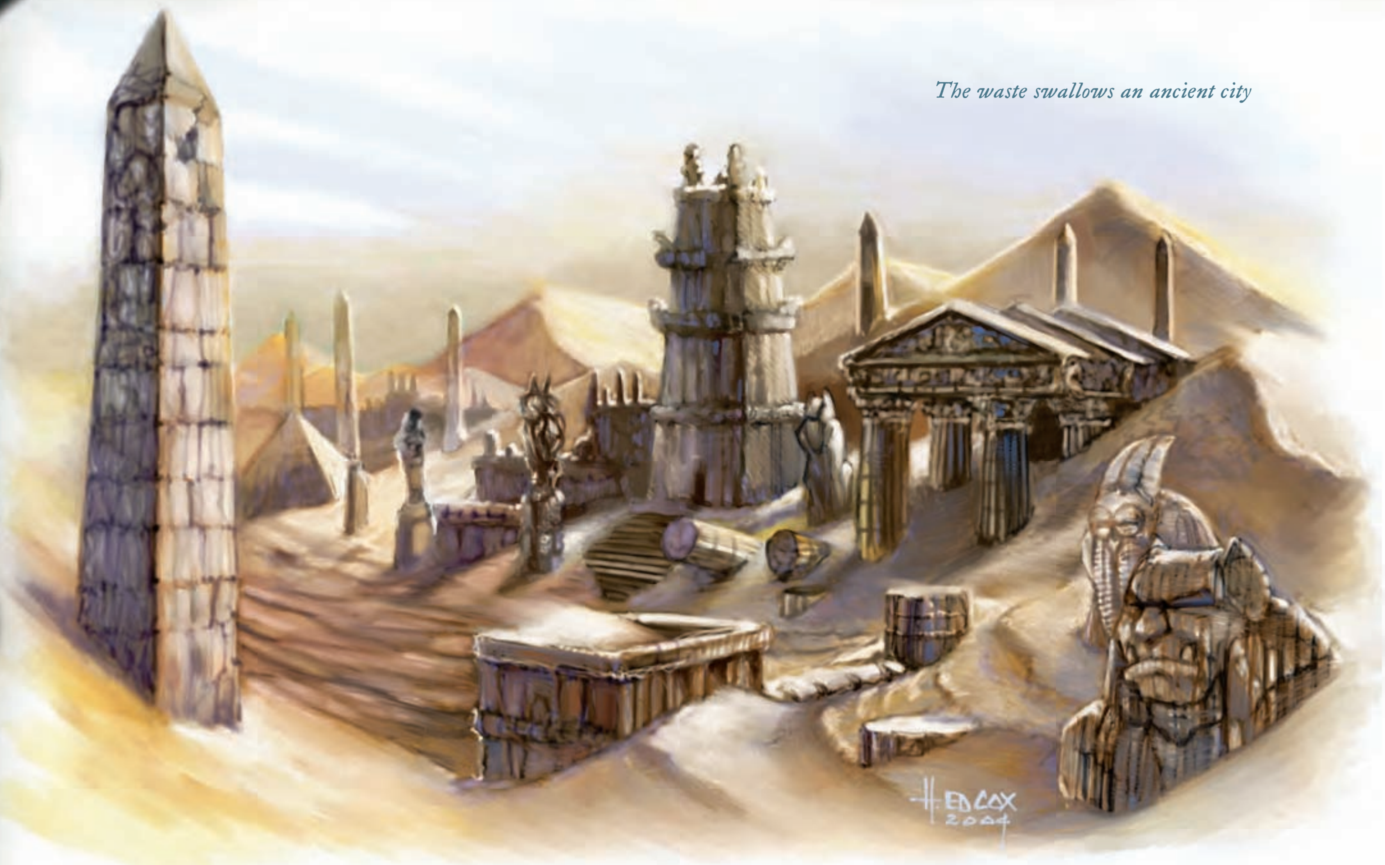
On some worlds, drastic wastelands can form, where the ground literally burns and smolders, amid otherwise temperate land. The soil is baked black, and the roots of plants actually catch fire. The reason for this desolation lies underground, where deposits of organic fuel smolder in centuries-long fires. Such areas can develop from old peat bogs or seams of coal that ignite due to a lightning strike or forest fire. The fires, once lit, are nearly impossible to extinguish. Dangerous creatures that enjoy hot temperatures, such as fire giants or red dragons, might even move into the burnt region to plague the surrounding countryside.

HOT INTERIORS

Continents generally experience more moderate climate where the land borders the ocean or a very large body of water (such as an inland sea or a glacier-carved lake). On the other hand, the interior of a large land mass—or even a big island—is far from these moderating influences and might suffer extremes of temperature.

Environmental Sources

A hot interior can be caused by many factors. Most commonly, a high coastal mountain range blocks prevailing winds that carry moisture from the sea. (In our world, prevailing winds are generally westerly, but in a fantasy environment, prevailing winds could come from any direction.) This moisture-laden air collides with the mountains and is forced upward, where it cools and can no longer contain as much water. Rain precipitates out, producing wet coastal forests on the side facing the ocean. The cool, dry air flows over the mountain peaks and down the lee



The waste swallows an ancient city

Illus. by E. Cox

side, sometimes with terrifying speed, growing hot as it travels. In the shadow of the mountains, the land is parched and windswept, sometimes forming a wasteland.

These desert conditions might also occur in smaller, isolated regions where the local geography or climate prevents rainfall. If a sufficiently high barrier separates it from the moisture-bearing winds, even a small island can have a rain shadow where arid conditions prevail. It is quite possible for adventurers to begin their travels in a tropical rain forest, hike over some mountains (possibly experiencing cold hazards), and then descend immediately into a dry scrubland.

Climate

A typical hot interior waste climate is characterized by erratic, light precipitation and low humidity. Soils are dry, perhaps even salty (especially the dry beds of ancient seas). Real-world examples include the outback of central Australia, the Sonora Desert of the southern United States, and the Great Plains of central North America. In the Forgotten Realms setting, both the Endless Wastes and the Plains of Purple Dust are good examples of this climate, as is the Sea of Dust in the Greyhawk setting.

The degree of aridity within a desert can vary considerably. Precipitation below 20 inches per year is the standard. All of a year's rain might fall at once, causing a sudden flood that scours the landscape into new shapes, or it might arrive in scattered sprinkles at unpredictable intervals. The most extreme desert climates might have no rain at all for years on end. Other environments, such as high steppes and prairies, receive significant rain or even snow during certain months, then practically nothing the rest of the year.

These standard waste environments pose a variety of dangers to travelers. Most significant of all is the heat itself, which produces fatigue, exhaustion, and sometimes even physical injury. Heatstroke (hyperthermia) is a common hazard, in which the body's temperature rises above the normal range. This condition can occur even in moderately warm temperatures with enough physical exertion. During hyperthermia, vital processes begin to shut down, with dizziness, nausea, and shivering in the early stages, leading to confusion, convulsions, and finally death if no action is taken. Additional rules for hyperthermia (and other desert and heat hazards) can be found in the Natural Waste Hazards section, later in this chapter.

SALT FLATS

Wherever you find a large body of water, you will find salt as well. Rivers dump tons of sediment (containing dissolved salts) into oceans, inland seas, and even large lakes. As water evaporates around the shores, the salts are left behind. Often, climate changes can cause a onetime sea to shrink, leaving a smaller, saline lake. The sea might even disappear entirely, leaving the land below exposed, gleaming in a white expanse of crusted salt. In these situations, a barren desert exists right beside an aquatic environment.

These salt pans or salt flats, although hostile to life, are also paradoxically attractive to many kinds of living creatures. Grazing animals crave salt, and herds of bison or antelope frequent such places to lick the deposits. Of course, predators follow them, and humanoids come both to hunt the animals and to collect the precious salt for themselves.

SUMMER

The summer season can turn any environment into a waste environment, even if only temporarily. Characters living in or traveling through a dry land during the summer can fall prey to hazards such as intensely hot temperatures, sandstorms and duststorms, deep sandy dunes or dust fields that impede movement, and patches of regolith—areas of seemingly harmless dust that conceal a horrific death by suffocation.

Summer begins with the summer solstice and ends with the autumnal equinox, although the onset of hot weather can begin well before and continue well past these calendar points. The severity of a summer depends on many factors, including the latitude, the brightness of the world's sun, and the rate of the planet's rotation. A tropical desert can experience daytime temperatures of 120 degrees Fahrenheit or even higher, and a more extreme environment might feature temperatures that humans cannot survive for more than a few hours, if at all.

Duration

The length of the summer season ranges from a few weeks to six months or more, depending on the climatological, supernatural, and magical conditions of the area. A temperate zone experiences summer for an average of three months, while a subtropical or tropical zone might have summer conditions for up to nine months. Even a subarctic or arctic region has a summer, albeit brief, and temperatures can be surprisingly high. True desert conditions might even appear if the terrain receives little precipitation, such as with arctic tundra.

Weather

In temperate climates, the summer is a welcome event, with pleasantly warm weather and long days conducive to growing crops. However, in the arid mid-latitudes and tropical zones, the onset of summer can be deadly. Indeed, some such latitudes do not have a summer as such, but rather an extended dry season punctuated by a brief and intense period of rain. During the dry season, water bodies shrink and grow foul, and all but the largest vanish entirely. Plants lose their foliage and enter dormancy, while animals are forced to huddle around what water remains. In many ways, the dry season is more like winter, and some creatures estivate (the summer equivalent of hibernation) to avoid the extreme conditions.

Summer weather tends to the hot and dry, and in an area that is already arid, the climate becomes unbearable. What little humidity the air contains rarely falls as rain, and even when it does, the precipitation might evaporate before it ever hits the ground (this is known as virga). Sometimes violent storms can arise, particularly near the edges of the barrier ranges where cold air rushing down the mountainside collides with superheated air over the parched landscape. When this happens, thunderstorms of appalling strength boil up, spawning enormous hail, tornadoes, and even flash floods.

VOLCANIC DESERTS AND FIELDS

Along the slopes of a large volcano (or within a region of many young and active volcanoes), the environment can embody such desolation that it is a wonder anything can survive. Here frozen rivers of once-molten rock hump into jagged forms, hot wind blows across wide plains of ash and cinder, and smoking orifices belch poisonous fumes into the torrid air. Still, highly specialized life does thrive here—much of it a hazard to travelers.

A solfatara (a still-active caldera left from a massive, ancient eruption) can create yet another volcanic waste environment. The terrain is filled with steaming mudflows or bubbling pits of mud, colored bright red, orange, and yellow with mineral salts. Geysers burst from boiling underground lakes, and vents release foul-smelling (and potentially deadly) vapors. Often, these regions feature fields of volcanic ash that can be used to produce very fine ceramics.

DUNGEONS AND CAVERN COMPLEXES

Subterranean environments can also qualify as wastelands, and adventurers traveling underground might encounter desert conditions. These environments fall into four general categories: altered dungeons, salt karsts, volcanic caverns, and worked cavern complexes.

ALTERED DUNGEONS

Natural desert environments are not common underground, but beings that are comfortable in hot, arid conditions might transform a subterranean realm into one more to their liking. For example, a brass dragon might take over an ancient treasure-laden dungeon that happens to be cold and damp. Rather than abandon such a trove, the dragon might instead use its innate *control weather* ability (along with other appropriate spells) to produce a warm, dry environment in its new underground home.

When settlements of bhuka (see the bhuka racial description, page 39) are hard-pressed by more powerful desert tribes, they sometimes retreat underground. Ancient caverns, perhaps even the sacred caves, thus become villages. The inhabitants carve rooms, great halls, and even pens for livestock from the rock. Shamans weave their weather magic to create an amenable climate in this home-in-exile.

More aggressive beings might establish a magically created waste environment as an outpost in a campaign to overrun and convert terrain of other sorts, perhaps to spread the influence of a fire deity or a demon lord.

Alternatively, a desert might contain underground complexes delved to escape the murderous heat of the surroundings. The inhabitants of such regions carve cliffside residences or even excavate entire cities within sheltered clefts. Such places offer twofold peril: the extreme conditions of the surroundings, as well as the usual hazards of any subterranean fortress.

SALT KARSTS

The typical karst is a cave complex dissolved from limestone, but other soluble minerals can produce karsts as well. One of the rarest is the salt karst. These caves exist mainly in arid climates where rock salt is laid down through successive periods of flooding and evaporation, protruding from the earth in outcrops. They form quickly, since salt is easily dissolved, and generally do not last for more than a few thousand years. Not much can survive on any water found in the caves, which is as salty as pickle brine. Even if a cave is not entirely dry, the desiccating effect of the salt qualifies it as a waste environment.

A salt karst usually consists of large chambers with many small, twisting tunnels branching from them. The salty water drains slowly through fissures in the surrounding rock, creating confusing tangles that can give way without warning.

Although the caves do not contain gems, the salt is itself a valuable commodity in many cultures. Salt can be worth its weight in gold, and salt mining and shipment is the basis of continent-spanning trade. The air inside a salt cave is thought to be therapeutic, and people suffering from respiratory illnesses "take the airs" for hours at a time.

A related kind of cavern forms from dissolved gypsum, also known as alabaster. This is a brilliant white mineral, and karsts form quickly in it just as they do in salt. Gypsum karsts are more humid than those of rock salt.

Both gypsum caves and salt caves are usually worked by humanoids mining the precious minerals. A desert-dwelling dragon, such as a blue or a brass, might also make its lair in such a cavern.

VOLCANIC CAVERNS

Volcanic activity can create many different types of waste environments. In addition to the wasteland of ash, crumbled rock, and lava flows on the surface, the land beneath can be riddled with natural tunnels and chambers.

Lava Tubes

Lava tubes form when magma moves slowly through a fissure. The surface cools quickly, forming an enclosed pipe that keeps the molten rock hot for much longer. Lava slowly oozing through subterranean fissures might produce extensive networks of twisting tubes while never actually forming a recognizable surface volcano. On a sloping surface, the lava drains out of the channel, leaving behind a smooth tube that can be miles long. The floors and walls of lava tubes are smooth and glassy, making it hard for plant life to take hold. If the surrounding landscape is still volcanically active, these passages can be unbearably warm.

Lava tubes can be remarkably straight and cylindrical, resembling worked passages. They are often inhabited and might be connected to worked chambers. More convoluted passages might also be inhabited, their tumbled surfaces forming excellent defenses just under the surface of what appears to be a flat scrubland.

Sometimes a tube remains partially filled by lava. If this is the case, the air is likely to be unbreathable and unbearably hot. In addition to heat, hazards can include slippery surfaces, crumbling ceilings, and poisonous vapors. On the other hand, cooled volcanic flows sometimes contain exotic materials, including gold or even diamonds.

Lava tubes can fulfill the same function as chutes and chimneys (see page 64 of the *Dungeon Master's Guide*) but are often at angles rather than vertical, and they might twist and turn.

Magma Chambers

A magma chamber occurs deep underground, at a weak spot in a planet's crust or at an intersection of crust plates (on a world where continental drift is still occurring). Melted by high pressure, rock is forced into the weakness and forms a shallow pool of magma. Eventually the pressure forces magma to the surface through narrower cracks, and a volcano is born. Where the magma contains a lot of gas, the chamber can resemble an enormous balloon, with high-pressure gases pushing a layer of magma to the top of the space. This can produce an enormous explosion that empties the chamber very rapidly, blowing the volcanic cone apart. The remnant of the chamber then collapses upon itself. It might fill with water, forming a crater lake, or become a volcanic desert of smoking fissures, black ash, and scalding steam blasts. Sometimes, these eruptions can result in partially or wholly buried chambers.

An ancient volcano whose fires have cooled leaves behind a hardened magma dome, or sometimes a shell of stone surrounding the space where the hot rock once pooled. Erosion of the surrounding rock, or deliberate excavation, can later expose these cool magma chambers. Few environments are more desolate than a once-isolated sea of magma.

WORKED CAVERN COMPLEXES

Both underground civilizations and concentrated mining efforts can create massive cavern complexes over time. Some subterranean races regularly expand natural caverns to accommodate their growing cities and expanding civilizations. Depending on the size of such cities, the inhabitants can greatly affect or alter the environment in which they live. After centuries of habitation, the natural caverns are worked into extensive galleries with carvings and decorated rooms.

Additionally, most humanoid races develop mining operations of one type or another. These mining efforts often cause the creation or adaptation of entire subterranean environments. For example, humanoids have collected salt since ancient times. This is often performed by evaporating seawater or collecting deposits from aboveground salt flats, but salt karsts and undissolved subterranean seams of salt are exploited as well. These contain not only the hazards found in any salt cave but the additional presence of potentially hostile inhabitants.

In the culture of the bhuka, the salt caverns of the White Desert are considered sacred. The bhuka believe they are the openings to the great cave from which all life emerged. Access is restricted only to the holy ones and to youths undergoing a ritual quest. Cunning traps are worked into the surroundings, the locations of which belong only to those with authority to travel there.

EXTRAPLANAR WASTES

In addition to the formation of wastes in the Material Plane, several of the Outer Planes are made up of or contain supernatural and terrible deserts. These planes experience extreme heat conditions, often accompanied by terrible winds and magical dangers of the sort described under the sections on Natural Waste Hazards and Supernatural Waste Hazards, below.

INNER PLANE WASTE CHARACTERISTICS

In addition to the normal characteristics of the surrounding plane (see pages 155–158 of the *Dungeon Master's Guide*), waste regions on the Inner Planes possess the following traits.

Enhanced Magic: Spells and spell-like abilities with the fire descriptor are widened (as the Widen Spell feat, except the spell doesn't use a higher slot). For example, a *fireball* spell cast in a waste region of the Elemental Planes has a radius of 40 feet instead of 20 feet. In addition, spells of the Sun domain benefit from being extended. Spells that are already widened are unaffected.

Impeded Magic: Spells and spell-like abilities with the cold or water descriptor (including spells of the Water domain) are impeded. These spells and spell-like abilities can still be used, but only with a successful Spellcraft check (DC 15 + level of the spell).

SAMPLE WASTE PLANES

Many of the Inner and Outer Planes have waste regions (described in more detail in *Manual of the Planes*).

Bleak Eternity of Gehenna: The first and second mounts of Gehenna are Khalas and Chamada, respectively. Both are steeply sloping volcanic landscapes, punctuated by lava flows, burning ground, and hot ash. The fiery surface of Khalas boils away any water that touches it, forming a hideous mist of hot steam. Chamada's ash-choked air is suffocating and nearly impossible to see through, while the ground is a barely solidified field of sluggish magma.

Elemental Planes of Earth and Fire: The elemental planes are not uniform in composition, and each elemental plane intersects with the other elemental planes in multiple places, creating unique combinations of the native elements. Waste environments on these planes are extreme, but not as immediately deadly as the pure elements. Still, magical protection from energy of the appropriate sort (or at the very least, *endure elements*) is necessary to prevent damage.

Although the Elemental Plane of Earth is solid, its actual composition can vary from dense blocks of metal to relatively soft regions of crumbling stone and sand, as well as occasional tunnels (usually made by burrowing creatures). Where pockets of the Elemental Plane of Fire intrude, volcanic features such as magma domes and lava tubes are the norm. At the boundaries of the Elemental Plane of Air, vast caverns can sometimes form, but whirlwinds and duststorms often abound as well.

Likewise, the Elemental Plane of Fire contains pockets of water or earth, which produce steam clouds, rains of ash, and magma streams. Where the Elemental Plane of Air contacts the Elemental Plane of Fire, furnace-blast winds are a hazard.

Heroic Plains of Ysgard: Even the celestial realms can have harsh conditions. Ysgard is a plane of warriors, and the weak do not survive here. On the top layer, the seasons are intense; the summers are as deadly in their heat as the winters in their frosts.

The second layer of Ysgard, Muspelheim, is a land of fire, bare stone, and ever-present fumes. The ground is composed of sharp, uneroded magma flows that follow harsh volcanic peaks inhabited by fire giants. Throughout most of this layer, unprotected flammable materials instantly catch fire, and creatures take 3d10 points of fire damage per round (creatures made of water take double damage).

Tarterian Depths of Carceri: Minethys, the third layer of Carceri, is a place of eternal sandstorms. The entire layer is nothing but sand, and powerful winds fling the grit with such force that a living being would quickly be flayed alive. There is a 10% chance per 24-hour period that a sandstorm springs up. Tornadoes are common hazards.

Buried in this endless desert is the vanished city of Payratheon. The racing dunes and scouring winds sometimes part the sands long enough to expose the lost city, but it is a trap for any who try to investigate. The desert reclaims the ancient streets in short order, burying alive any unfortunates who are caught there.

NATURAL WASTE HAZARDS

This section builds on the information provided in Chapter 3 of the *Dungeon Master's Guide*, detailing the hazards characters might face within natural waste environments. Some of these dangers occur only in areas of sand or volcanic wastes, while others are more general features of any hot, dry environment.

Environmental hazards specific to a type of terrain are discussed in the Wilderness Waste Terrains and Dungeon Waste Terrains sections, later in this chapter.

HEAT DANGERS

For game purposes, air temperature falls into one of the nine temperature bands described on Table 1–1.

Table 1–1: Temperature Bands

–51° F or lower	Unearthly cold
–50° F to –21° F	Extreme cold
–20° F to 0° F	Severe cold
1° F to 40° F	Cold
41° F to 60° F	Moderate
61° F to 90° F	Warm
91° F to 110° F	Hot
111° F to 140° F	Severe heat
141° F to 180° F	Extreme heat
181° F to 210° F	Unearthly heat
211° F or higher	Burning heat

Temperatures in the hot band or above can be hazardous to unprepared characters. Characters can take damage from such extreme heat, a condition generally referred to as heatstroke. At lower temperatures, this damage starts off as nonlethal while the character is still conscious, but it becomes lethal for those already rendered unconscious by heatstroke (with no saving throw allowed). A character who takes any nonlethal damage from heatstroke is considered fatigued.

A character with the Survival skill can receive a bonus on saving throws against heat and dessication damage, and can apply this bonus to other characters as well. See the skill description, page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against heat (see Protection against Heat, page 14).

Hot: In this temperature band, unprotected characters must make successful Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves.

Characters whose protection against heat is at least level 1 (such as from the Heat Endurance feat or carrying a parasol) are safe at this temperature range and need not make the save.

Severe Heat: In this temperature band, unprotected characters must make successful Fortitude saving throws once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves.

To be completely protected against severe heat, a character must have protection level 2 or higher (such as from wearing keepcool salve and carrying a parasol). A character with protection level 1 is considered partially protected, and such characters must attempt this saving throw only once per hour.

Extreme Heat: In this temperature band, unprotected characters take 1d6 points of lethal damage per 10 minutes (no save). In addition, unprotected characters must make successful Fortitude saving throws (DC 15, +1 per previous check) every 10 minutes or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take–4 penalties on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws once per hour instead of once per 10 minutes. Level 1 provides no protection.

Unearthly Heat: In this temperature band, which includes many environments normally deadly to all life, unprotected characters take 1d6 points of lethal damage and 1d4 points of nonlethal damage per round (no save). In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of unearthly heat).

Characters with protection level 4 or higher are safe at this temperature range. Levels 2 and 3 are considered partial protection, and such characters take damage once per 10 minutes instead of once per round. Level 1 provides no protection.

Burning Heat: At some point, increasing temperatures push past even unearthly heat and graduate to actual burning—when material objects catch fire spontaneously due to the heat. For instance, paper catches fire at 451° F (and dried-out skin catches fire at around the same temperature). Characters carrying fuel for their lamps or other combustibles discover that it catches fire at around 260° F. Water boils at approximately 212° F (depending on barometric pressure), and many potions or elixirs could quickly boil away to nothing somewhere near that temperature range.

In a region in this temperature band (also known as a fire-dominant area), characters take 3d10 points of fire damage per round. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of burning heat). Generally, nonsupernatural methods of protection against heat offer no protection in areas of burning heat, and various levels of heat protection are meaningless if a creature is on fire unless it is immune or resistant to fire.

Heat, thirst, and sun are deadly hazards of the waste

Illus. by S. Belledin

Treating Heatstroke

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until a character gets cooled off—by reaching shade, surviving until nightfall, getting doused in water, being targeted by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature of 90 degrees or lower), the character responds normally to healing that removes nonlethal damage. When the character recovers the nonlethal damage taken from heatstroke, the fatigue penalties also end.

Conditional Temperature Variations

Temperatures can vary significantly with decreasing elevation or time of day. The presence of wind can also affect the relative heat and drying effect of a waste environment. A character might require no special precautions during the evening or at higher elevations, but at noon or inside a deep caldera, otherwise tolerable conditions can become dangerously hot. Conversely, with the onset of night, the temperature in a desert can drop sharply, producing conditions of cold even in the most torrid latitudes. The most common factors that affect temperature are described below.

Altitude: Regions that are comfortable at higher elevations can become very hot at lower levels. Some waste regions, particularly dry seabeds, are depressions in the surrounding landscape and might even be below sea level. The temperature increases by one band when descending from low peak or high pass elevations (5,000 feet to 15,000 feet) to hills. It increases by one additional band at extremely low elevation (200 feet or more below sea level). For example, a day of moderate heat at higher elevations is hot at medium elevation and becomes a climate of severe heat at the bottom of a dry salt lake.

In addition, moving deeper into the earth raises the ambient temperature as the pressure of surrounding rock increases. This increase is approximately 1° F per 75 feet of depth; this can be much faster if there is geothermic activity in the region (magma, hot springs, and so on).

Night: When most people think of the desert, they conjure up visions of shimmering heat haze, sand, and blazing sun. These features do exist—during the day. At night, the clear, dry air allows the land to give up the day's heat with frightening rapidity. Within a few hours, the killing heat of the day is replaced by the chill of the night. It is quite possible to succumb to cold in the middle of the desert.

The temperature drop might be as much as three or even four temperature bands, and characters without adequate protection against cold run the risk of hypothermia (see Cold Dangers, page 302 of the *Dungeon Master's Guide*, or consult the *Frostburn* accessory).

Noon: In many climates, high noon (and a few hours afterward) is the hottest time of the day, as the sun shines directly onto the planet's surface. In the arid, cloudless environment of the waste, there is no barrier against the sun's blaze. Rocks can get hot enough to cook food or even produce first-degree burns.

In most places, temperatures rise by one band after sunrise, and sometime even by two bands by high noon. In the waste, this increase is more pronounced, with temperatures rising by three or even four bands between the chill of night and the heat of midday.

Wind: Although a cool breeze on the skin can be a blessing during the day, many waste environments have winds that actually exacerbate the hot, dry conditions. A furnace blast blowing over a barren plain not only heats the air, it carries away precious moisture from the surface of the skin. If enough fluid is lost, the body responds by constricting surface blood vessels—which increases core body temperature and raises the risk of heatstroke. Winds that are hot or hotter, as well as strong or more powerful (see page 95 of the *Dungeon Master's Guide*), increase the effective temperature by one band.

Protection against Heat

Few people venture into the waste without some form of protection against heat. By far the most common means of protection is dressing appropriately in flowing, light clothing or staying near shade and water. Magical protection further improves the chance to survive in hot, dry climates. In addition, special devices and alchemical concoctions can aid desert travel.

A character's protection against heat dangers is described by level of protection, which ranges from 1 to 5 or higher. Such levels of protection do not confer any special fire resistance—a red dragon's breath still does the same damage. However, equipment that provides a bonus on saving throws against heat dangers contributes its bonus whether it is complete, partial, or ineffective protection against that degree of heat. Thus, even though keepcool salve is not sufficient to offer even partial protection against extreme heat, a character with keepcool salve (see page 102) still adds the item's +1 circumstance bonus on saves against nonlethal damage dealt by an extremely hot environment.

To determine your protection level, begin with your base protection level as determined on Table 1–2, and then add any applicable equipment modifiers from Table 1–3. For example, a bhuka using keepcool salve and armorbright has protection level 3 (a base of 1 for the Heat Endurance feat, with a +1 bonus for the salve and a +1 bonus for the armorbright), allowing that particular bhuka to survive conditions of extreme heat indefinitely without harm.

TABLE 1–2: BASE PROTECTION LEVEL AGAINST HEAT

0	Creature with no heat adaptations
1	Creature with Heat Endurance feat (such as bhuka)
1	Nondesert cold-blooded animal or vermin
1	Monsters native to hot climates
2	Desert animal or vermin
2	Monsters native to waste terrain
3	Creatures with *endure elements* spell or effect

Heat Endurance Feat: Creatures with the Heat Endurance feat (see page 50).

Nondesert Cold-Blooded Animal or Vermin: Creatures native to temperate or warm climates with a variable body temperature that lets them function well in heat approaching that of human body temperature (such as insects, lizards, snakes, tortoises, and toads).

Monsters Native to Hot Climates: Creatures whose Environment entry mentions warm climate.

Desert Animal or Vermin: Animals with variable body temperatures or special adaptation to hot environments, such as heat dissipation or water conservation (camels, scorpions, sidewinder snakes, and so on).

Monsters Native to Waste Terrain: Monsters normally found in regions of extreme heat (including natives of fire-dominant planes) belong in this group.

Endure Elements: Creatures currently protected by an *endure elements* spell or similar effect.

TABLE 1–3: EQUIPMENT MODIFIER TO BASE HEAT PROTECTION

0	No special equipment
+1	Armorbright
+1	Desert outfit
+1	Keepcool salve
+2	Hydration suit
+3	Improvised shelter

Armorbright: This special alchemical item is described on page 101 of this book.

Desert Outfit: This special clothing item is described on page 101 of this book.

Keepcool Salve: This special alchemical item is described on page 102 of this book.

Hydration suit: This special clothing item is described on page 101 of this book.

Improvised Shelter: This bonus applies to characters who are not attempting to travel, but who stop and seek shelter by digging into the sand, erecting a tent or windbreak, tapping water from desert vegetation, or the like.

Resistance to Fire

A character with a spell or effect granting resistance to fire applies this resistance to both lethal and nonlethal damage from hot temperatures. For example, a creature with resistance to fire 5 subtracts 5 from the 1d6 points of lethal damage dealt per 10 minutes by extreme heat (and therefore might take 1 point of heat damage, if a 6 is rolled) and 5 from the 1d4 points of nonlethal damage dealt. In this example, since the creature ends up not taking any nonlethal damage from the heat, it need not worry about heatstroke or heat exhaustion.

DEHYDRATION

As the body loses fluids, biological processes begin to break down. This leads to in pallor, shaking, nausea, and eventually, a complete collapse of the nervous system. Though dehydration can occur in any environment, the combination of high heat and low humidity typical in waste environments makes it an omnipresent threat there.

As noted on page 304 of the *Dungeon Master's Guide*, a character must consume 1 gallon of water per day to avoid dehydration. In particularly hot environments (those above 90° F), characters need double the normal amount. The amount of water required to avoid dehydration increases by 1 gallon per temperature band higher than hot (so 3 gallons in severe heat, 4 in extreme heat, and so on). A creature can go without water for a number of hours equal to 24 + its Constitution score. After this time, the creature must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. In particularly hot environments (those above 90° F), the time a creature can go without water before making Constitution checks is reduced, as described on Table 1–4.

Table 1–4: Dehydration Times

Temperature (Band)	Time before Con Checks
90° or lower (warm or cooler)	24 + Con hours
91° to 110° (hot)	12 + Con hours
111° to 140° (severe heat)	6 + Con hours
141° to 180° (extreme heat)	3 + Con hours
181° to 210° (unearthly heat)	Con hours
211° or higher (burning heat)	1/2 Con hours

Being Dehydrated

A lack of sufficient water can cause individuals to become dehydrated—a new condition described here.

Dehydrated: Characters who have taken nonlethal damage from lack of water are considered dehydrated and become fatigued. In addition, if a dehydrated character would take nonlethal damage from hot conditions (such as those described in this book or on page 303 of the *Dungeon Master's Guide*), that damage instead becomes lethal damage.

A character who falls unconscious from nonlethal damage due to thirst begins to take the same amount of lethal damage instead. Damage from thirst, whether lethal or nonlethal, cannot be recovered until the character has been treated (see below); not even magic that restores hit points heals this damage.

Treating Dehydration

A character who has taken nonlethal damage from lack of water must be treated with long-term care (see the Heal skill description, page 75 of the *Player's Handbook*) to recover. This treatment requires 24 hours of care and double the normal amount of water required per day for the conditions (for instance, 2 gallons of water in normal conditions). If the character has also taken lethal damage from lack of water or from a hot environment, add 5 to the Heal DC and double the time required to recover (to 48 hours). Once this Heal check has succeeded, the damage taken by the character can be restored through the normal means.

Alternatively, certain spells can be used to rehydrate a character in place of the recovery time, water, and Heal check. The *hydrate* spell (see page 117) accomplishes this function, as does the *heal* spell.

SAND AND WIND

Winds in the waste can be violent or even deadly. Worse still, winds laden with grit—whether volcanic ash, sand, blowing soil, dust, powdered charcoal or bone, or even tiny chips of precious gems—pose a variety of hazards.

More information about the hazards in this section, including durations of typical storms, can be found on pages 93–95 of the Dungeon Master's Guide. If the needs of the campaign

MAGICAL DESSICATION DAMAGE

Sandstorm introduces dessication damage, a new category of damage that spells, and in some cases, the attacks of creatures, can deal. Dessication is not an energy type, but certain spells and effects can provide enhanced protection against dessication damage. Plants and elemental creatures of the water subtype are especially vulnerable to dessication damage, and they often take extra damage from such effects.

Sometimes, but not always, spells that deal dessication damage can render a victim dehydrated (a new condition; see above). Other spells and special abilities can render a creature dehydrated without dealing magical dessication damage. Essentially, dealing magical dessication damage does not automatically make a creature dehydrated, and becoming dehydrated does not mean a creature automatically takes dessication damage.

The magical defenses against dessication damage described in this book apply to the effects of the *horrid wilting* spell.

Table 1–5: Sandstorm and Wind Effects

Storm Grade	Wind Force	Wind Speed MPH	Ranged Attacks Normal/Siege Wpns[1]	Sandstorm Damage	Listen/ Visibility Penalties[2]	Creature Size[3]	Wind Effect On Creatures	Fort Save DC
—	Light	0–10	—/—	None	—/—	Any	None	—
—	Moderate	11–20	—/—	None	—/—	Any	None	—
—	Strong	21–30	–2/—	None	–2/—	Tiny or smaller	Knocked down	—
						Small or larger	None	
Duststorm	Severe	31–50	–4//—	None	–4/–2	Tiny	Blown away	15
						Small	Knocked down	
						Medium	Checked	
						Large or larger	None	
Sandstorm	Windstorm	51–74	Impossible/–4	1d3 nonlethal	–8/–4	Small or smaller	Blown away	18
						Medium	Knocked down	
						Large or Huge	Checked	
						Gargantuan+	None	
Sandstorm, Flensing	Hurricane	75–174	Impossible/–8	1d3 lethal	n/a/–6	Med or smaller	Blown away	20
						Large	Knocked down	
						Huge	Checked	
						Gargantuan+	None	
Sandstorm, Flensing	Tornado[4]	75–174	Impossible/impossible	1d3 lethal	n/a/–6	Large or smaller	Blown away	30
						Huge	Knocked down	
						Gargantuan+	Checked	

1 The siege weapon category includes ballista and catapult attacks, as well as boulders tossed by giants.
2 Penalties to the Listen check are made due to roaring wind; see full description of visibility check penalties under Duststorm, Sandstorm, and Flensing Sandstorm entries, respectively.
3 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.
Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are blown back 1d6×10 feet.
Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.
4 Additional effects for tornado-strength winds are described on page 95 of the *Dungeon Master's Guide*.

dictate it, the DM can decide that a storm in the waste lasts for even longer than the normal maximum time.

Sandstorms

Severe and stronger winds pose a far graver danger than winds of equal velocity within landscapes that support a ground covering of grasses, sedges, and other terrain features that preclude instantaneous erosion. In waste areas covered by sand, loose earth, or grit, high winds are always accompanied by duststorms or sandstorms. The stronger the wind is in such regions, the more severe the effect.

Contrary to popular belief, nonmagic duststorms and sandstorms do not bury people alive. The accumulation does not occur so quickly as to prevent escape or digging, but a sandstorm can suffocate and kill victims by burying them under the accumulation. The heaps of debris left behind might be deep enough to cover small buildings, though, and the landscape is drastically reshaped after a major storm, which could remove landmarks and cause a party to become lost.

Table 1–5: Sandstorm and Wind Effects integrates the wind effects rules as presented in the *Dungeon Master's Guide* with complementary sandstorm effects rules, described here.

Duststorm: Duststorms arise in waste areas when the wind speed rises above 30 miles per hour. A duststorm blows fine grains of sand that reduce visibility, smother unprotected flames, and even choke protected flames, such as a lantern's light (50% chance). A duststorm leaves behind a deposit of 1d6 inches of sand.

Visibility in a duststorm is reduced, so all creatures within a duststorm take a –2 penalty on Search and Spot checks.

Sandstorm: Sandstorms arise in waste areas when the wind speed rises above 50 miles per hour. Sandstorms reduce visibility to brownout conditions (see below), smother unprotected flames, and choke protected flames, such as a lantern's light (75% chance). Moreover, sandstorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and pose a suffocation hazard (see the Suffocation in a Sandstorm sidebar). A sandstorm leaves 2d3–1 feet of fine sand in its wake.

Brownout: Sandstorms create brownout conditions. Swirling grit obscures the horizon and makes it nearly impossible to get one's bearings. Any character in brownout conditions caused by a sandstorm takes a –4 penalty on Dexterity-based skill checks, as well as Search checks, Spot checks, and any other checks that rely on vision. These effects end when the character leaves the brownout area or enters a protected shelter.

Sandstorm, Flensing: Flensing sandstorms arise in waste areas when the wind speed rises above 74 miles per hour (flensing sandstorm conditions can also occur during a tornado in a waste setting). Flensing sandstorms reduce visibility to severe brownout conditions (see below), smother unprotected flames, and choke protected flames (100% chance). Moreover, flensing sandstorms deal 1d3 points of lethal damage each round to anyone caught out in the open without shelter and pose a suffocation hazard (see the Suffocation in a Sandstorm sidebar). A flensing sandstorm leaves 4d6 feet of sand in its wake.

Severe Brownout: Even more severe brownout conditions apply during a flensing sandstorm than during a regular sandstorm. Swirling grit obscures the horizon and makes it nearly impossible to get one's bearings. A character in brownout conditions caused by a flensing sandstorm takes a –6 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision. These effects end when the character leaves the brownout area or enters a protected shelter.

Whirlwinds

The baking ground of the waste heats air above it very quickly, producing spinning winds of varying intensity.

When the weather is clear, the rapidly rising hot air forms a dust devil. This resembles a tornado but is smaller and relatively weak, with winds rarely exceeding 60 miles per hour. Still, winds that reach severe or windstorm speed are strong enough to deal damage (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*). At ground level, visibility is reduced to practically nothing, granting total concealment to creatures within.

A tornado is the most violent kind of mundane whirlwind, with winds that can exceed 200 miles per hour. It is very localized, though—the widest tornado is less than a mile across, and most have a diameter of only a few hundred feet. Tornadoes move relatively slowly across the landscape but can make sudden, erratic turns that are impossible to predict. They occur most often at the boundaries between waste environments and more temperate areas. A whirlwind spawned at the edge of a desert can move into the temperate region, or into the deep waste.

The most severe thunderstorms (roughly one in ten) also generate tornadoes. Even so, fewer than half of those whirlwinds pack winds above hurricane strength (75 to 174 miles per hour). For game purposes, assume one thunderstorm in twenty generates a tornado-force wind. In the heart of such a violent storm, visibility is reduced to zero (total concealment), and Spot, Search, and Listen checks are impossible, as are ranged weapon attacks. Refer to Storms, page 94 of the *Dungeon Master's Guide*, for more information on these hazards.

Sand Dunes

Most people immediately think of sand dunes when they imagine a desert, but in fact many kinds of waste have no dunes at all. Winds carry away soil, sand, and even light pebbles, leaving behind a thin "pavement" of larger stones. Dried lake beds are plains of cracked mud crusted with salt. Lava flows cover the land with humped, rough stone. Still, hardy grasses and undergrowth do exist in some parts of the waste, catching grains of sand and holding them in place long enough for immense "waves" to grow.

Sand dunes are wandering things, although the mundane variety travels no more than a couple of hundred feet in a year. This is enough to eventually overrun farmland and choke out forests, but it is not an immediate hazard to most creatures. However, the constant action of wind on sand produces potentially hazardous situations.

Collapse: A sand dune has a long, shallow back slope shaped by the wind and a sharp leading edge with a steep drop on the lee side. This edge is precarious, with the pull of gravity just balanced by the tendency of sand grains to stick together. Coarser sand or lighter gravity produces higher and steeper dunes, while fine grains or heavier gravity produces low dunes with gentler slopes. However, the wind can swiftly shift the balance, blowing sand off the edge and triggering a sudden collapse. A collapsing dune is every bit as dangerous as an avalanche and follows the same rules (as described on page 90 of the *Dungeon Master's Guide*).

SUFFOCATION IN A SANDSTORM

Exposed characters might begin to choke if their noses and mouths are not covered. A sufficiently large cloth expertly worn (Survival DC 15) or a filter mask (see page 100) negates the effects of suffocation from dust and sand. An inexpertly worn cloth across the nose and mouth protects a character from the potential of suffocation for a number of rounds equal to 10 × her Constitution score. An unprotected character faces potential suffocation after a number rounds equal to twice her Constitution score. Once the grace period ends, the character must make a successful Constitution check (DC 10, +1 per previous check) each round or begin suffocating on the encroaching sand. In the first round after suffocation begins, the character falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates to death.

Blowout: A change in wind direction can produce a blowout, hollowing out the center of a dune and leaving a large cavity. This cavity is not always visible, and a thin layer of safe-looking sand might cover a vast tomb that swallows people and animals without a trace. The crust covering a blowout is too weak to support any creature larger than Tiny. Noticing a blowout requires a successful DC 10 Survival check; however, charging or running characters are not entitled to a check. Characters enveloped by the sand begin to take damage and suffocate as though trapped by an avalanche. A blowout hides in one out of every one hundred sand dunes (1% chance).

Sand dunes that have been stabilized by grasses or shrubby trees are much less likely to collapse. Still, even such a place can hide a blowout if the undergrowth in the area is thin.

Quicksand

Quicksand can't occur without water. Saturated sand is surrounded and buoyed up by the surrounding liquid, forming a suspension that unwary travelers can mistake for normal sand. While an oasis or the edge of a salt lake might contain the conditions for quicksand to occur, it is not likely—and there is no chance of encountering quicksand in the dry waste. Supernatural hazards, though, such as slipsand (see page 25), are sometimes mistakenly referred to as "quicksand," and such places give rise to terrible stories.

Sand Travel

Fields of deep sand can impede the movement of creatures that cannot fly, float, or otherwise stay off the ground when traveling. Most creatures do not automatically sink all the way into deep sand. A hard crust of dried mud or salt can make the surface hard enough to support some weight. Sand that has been stabilized by desert growth is generally safe to walk on.

The following new terrain features are provided to supplement those found under Desert Terrain on page 91 of the *Dungeon Master's Guide*.

Shallow Sand: Shallow sand is much more common in desert areas than deep sand. Areas covered by this terrain feature have a layer of loose sand about 1 foot deep. It costs 2 squares of movement to move into a square with shallow sand, and the DC of Tumble checks in such a square increases by 2.

Deep Sand: Deep sand is most often found in deep deserts near areas of rolling dunes and fierce storms. Many creatures unfamiliar with desert terrain mistake deep sand for quicksand, although deep sand is not nearly as deadly. Areas covered by this terrain feature have a layer of loose sand up to 3 feet deep. It costs Medium or larger creatures 3 squares of movement to move into a square with deep sand. It costs Small or smaller creatures 4 squares of movement to move into a square with deep sand. Tumbling is impossible in deep sand.

Sand Crust: A sand crust appears as normal solid ground. Usually formed from a hardened crust of dried mud or salt, sand crusts sometimes cover areas of shallow sand (or, very rarely, deep sand). If a creature weighing more than 100 pounds (including equipment carried) enters a square covered with a sand crust, it breaks through to the sand below. The creature treats the square as shallow sand or deep sand, whichever lies below that square of sand crust, and it must deal with the effects of the sand on movement as described above. Creatures moving through an area of sand crust leave a trail in their wake, turning the sand crust they pass through into shallow sand or deep sand squares as applicable. Creatures weighing 100 pounds or less can treat sand crust as normal terrain.

SUN DANGERS

In the clear, dry air of the waste, nothing blocks the sun's rays, which can pose dangers of their own.

Glare

The sun can be extremely dangerous to unprotected eyes, drying and irritating the tissue. Areas of white sand, salt, gypsum, or similarly light-colored material reflect the sun's glare into the eyes even when not looked at directly. Sun glare is doubly dangerous during winter months, when the sun is low on the horizon and thus difficult to avoid looking at.

Characters traveling in such conditions must cover their eyes with a veil, dark lenses, or a similar eye covering. Those whose eyes are unprotected in such conditions are automatically dazzled. Such characters take a –1 penalty on attack rolls, Search checks, and Spot checks. These penalties are doubled for creatures that have light sensitivity (such as drow or orcs). Characters who take the precaution of covering or shielding their eyes automatically eliminate the risk of being dazzled by sun glare and take no penalties.

Glare-induced blindness lasts as long as characters remain in an area of sun glare and for 1d4 hours thereafter, or for 1 hour thereafter if the character enters a shadowed or enclosed area. The dazzling effect of sun glare can be negated by a *remove blindness* spell, but an unprotected character still in an area of sun glare immediately becomes dazzled again when the spell's duration expires.

Sunburn

Sunburn is a serious hazard when traveling in the waste. A mild sunburn is merely distracting, but more severe burns can be life-threatening.

Avoiding sunburn requires covering up exposed skin, wearing hats or robes, or carrying a parasol. Protective lotions also keep the skin safe, and beings native to torrid climates have developed dark skin pigmentation to protect against the sun. Of course, wearing heavy clothing carries its own risks (increasing the likelihood of succumbing to heatstroke), and sunlight reflected from light-colored surfaces can still reach beneath a hat or shade.

Characters who take even minimal care to protect their skin from direct sunlight (a hat, a cloak, or other body-covering garment will do) are not subject to sunburn. Wearing the desert outfit described on page 101 is sufficient to prevent sunburn. In addition, several other items described in Chapter 4 can protect against the effects of sunburn.

If a character is caught out in the sun and completely unprotected, serious consequences can result. After 3 hours of such exposure, the character is mildly sunburned and takes 1 point of nonlethal damage. After 3 hours more exposure, the character develops severe sunburn and immediately takes 2d6 points of nonlethal damage and a –2 penalty on Fortitude saves to avoid damage or fatigue from heat dangers until the nonlethal damage is healed.

Characters or creatures with naturally dark (or tanned) skin pigmentation are naturally resistant to sunburn. Such individuals can remain in the sun unprotected for 6 hours before becoming mildly sunburned, and for 12 hours before becoming severely sunburned.

OTHER DANGERS

Even without the threat of dehydration, heatstroke, or sandstorms, waste terrain can be deadly.

Flash Floods

Storms or spring runoff from nearby mountains can send deadly walls of water through ravines or along low desert gullies. A flash flood can suddenly raise the water level of an area, filling a dry gulch to the top of its walls. A flood raises the water level by 1d10+10 feet within a matter of minutes. Water washes through affected squares, traveling at a speed of 60 feet or more, unless impeded by slopes or solid barriers. Treat a flash flood as stormy water (Swim DC 20 to avoid being swept away). An additional DC 20 Swim check is required each round to keep the head above water. Characters who stay below the surface might drown (as described on page 304 of the *Dungeon Master's Guide*). See Aquatic Terrain, page 92 of the *Dungeon Master's Guide*, for more about the effects of being swept away.

Along with the hazards of fast-flowing water, the flow uproots trees and rolls enormous boulders with deadly impact. Characters struck by a wall of water during a flash flood must make a successful DC 15 Reflex save or take 3d6 points of bludgeoning damage. A flash flood passes through an area in 3d4 hours.

Mirages

As air heats up over the desert floor, shimmering convection currents appear. These currents blur and distort features behind them and can even produce optical illusions called mirages. A mirage is formed at the boundary between hot air at ground level and a cooler layer higher up, which acts as a lens to refract light and reflect images of more distant objects. Mirages can disorient travelers in the waste by obscuring landmarks or making distances seem shorter than they actually are.

One can reduce the effect of a mirage by getting to higher elevation, which minimizes the amount of refraction. Of course, this requires not only a place to climb (or a *fly* spell) but also the ability to recognize what you are looking at. An observer can make a DC 12 Will save to disbelieve the apparent image. A character who suspects a mirage gets a +4 circumstance bonus on this save. Once the existence of a mirage is revealed, disbelief is automatic.

Getting Lost

As discussed in Wilderness Adventures in Chapter 3 of the *Dungeon Master's Guide*, adventurers might become lost when traversing various sorts of terrain. Refer to that chapter for more information regarding the chances and effects of becoming lost as well as regaining one's bearings.

Additionally, sandstorms, steam clouds, mirages, trackless lava flows, and glaring sand can easily confuse and disorient characters. Disorientation or even hallucinations from heatstroke can also cause a character to become lost.

TABLE 1–6: SURVIVAL DCS TO AVOID GETTING LOST

Terrain	Survival Check DC
Badlands	12
Barren waste	12
Evaporated sea	10
Glass sea	15
Petrified forest	17

TABLE 1–7: SURVIVAL DC MODIFERS TO AVOID GETTING LOST

Condition	Survival Check DC Modifier
Duststorm	+4
Sandstorm	+6
Map	–4
Mist or steam	+2
Heat shimmer	+2
Glare	+2
Mirage	+4
Trackless*	+2

*See Overland Movement, page 164 of the *Player's Handbook*.

Steam and Mist

Although the waste is usually dry, circumstances can combine to produce thick clouds of mist or even steam. Some creatures living in such regions adapt and become able recover the precious moisture from the atmosphere.

Deserts that border coastal areas do not themselves receive much precipitation, but when cooler, moist ocean air encounters the superheated air over the land, water condenses out into a thick mist. During the day, this mist is uncomfortably hot, while at night it is more tolerably warm until it is dispersed by strong winds that kick up as the land cools. In active volcanic regions, hot springs and fissures vent scalding steam. Lava flowing into a body of water throws up huge clouds of hot mist, as well as showers of stone fragments and ash.

Areas of hot mist increase the effective temperature band by one (see Table 1–1, page 12), as humidity combines with high temperature to keep the body from cooling during the day and conversely moderates the cold of the desert night.

Steam erupting directly from a hot spring, lava flow, or other fiery source is much more dangerous, dealing 1d6 points of lethal damage per round to a creature within (no save). Such steam does cool rapidly in the air, however, and only deals such damage within a 30-foot radius of its fiery source. Beyond 30 feet from the source, the steam is just a warm mist.

Mist or steam obscures vision, providing concealment. If it contains dust, powdered salt, and similar noxious substances, mist also poses the risk of suffocation (see page 304 of the *Dungeon Master's Guide*). Toxic vapors mixed with fog act as an inhaled poison.

SUPERNATURAL WASTE HAZARDS

In desert wastes, where one's survival always hangs by the narrowest of threads, heat and thirst are not the only dangers. Many kinds of waste terrain occur in unnatural environments, such as on the Outer Planes, or are created through magic. In such places, magical and supernatural perils add even more formidable hazards to those of the mundane waste, although magic traps and supernatural hazards can occur anywhere.

Supernatural terrains and hazards are places where the earth is infused with deadly power, and most magical hazards can easily lure the unwary to dusty graves. Some supernatural terrains and hazards are noticeably different at a glance, such as the bloody tint of a red sea or the swallowing darkness of a patch of black sand. Other forms of supernatural terrain resemble ordinary terrain and can be identified only by someone who knows exactly what to look for.

A few supernatural waste hazards are magical without being particularly threatening, and desert denizens, such as the sand shaper (see page 76), put them to good use. Even those who can tame this awesome power know to always respect the magic of the waste, for it has risen up against countless conquerors and buried their mighty works and cities under mountains of sand and silence.

Avoiding Supernatural Hazards: Unless otherwise noted in a hazard's description, a character approaching an area of magical terrain at a normal pace is entitled to a Survival check to notice the danger before entering the area. The DC of this check varies with the particular terrain. Charging or running characters, or characters whose rate of movement exceeds the extent of their current vision, don't have a chance to detect the threat before blundering in. Usually, characters who enter dangerous terrain without noticing the danger complete their intended movement before becoming aware of it.

BLACK SAND

Mundane volcanic lands sometimes feature black sand composed of ground-up cinders. Other than its striking color, such sand is no different from any other. However, magical black sand is a vile peril, whether on the scoured surface of Minethys in the Tarterian Depths of Carceri (where the Plane of Shadow overlays the Elemental Plane of Earth) or in lands cursed by foul magic.

Black sand is infused with shadowstuff and negative energy. A region of black sand literally swallows light; magical darkness rises to a height of 20 feet over the surface. Nothing short of a *sunburst* spell can disperse this darkness, and even then only for a period of 1 hour per caster level. In addition, creatures that come in contact with the sand take 1d4 points of damage per round from negative energy. Upon reaching 0 hit points, they crumble and join the black sand.

DEVIL DUNES

The fastest dunes advance only a couple hundred feet each year, but dunes made of sand under the influence of unearthly winds or particles of unusually fine material (such as ground bone or glass) might move many times faster. A "racing dune" is a mountain of grit that travels at least 1 foot per hour—often faster. It can choke an entire city in days, fill up precious waterways, and even smother sleeping creatures. These dunes, threatening as they are, pale in comparison with devil dunes.

Certain sand dunes seem to resent the disturbance caused by the passage of mortal feet across their surfaces, and seek to exact a grim vengeance for the presumption. These devil dunes move under their own magical power, rolling like great waves of sand as they pursue those who trespass against them.

Devil dunes measure 100 feet long, 50 feet wide, and 40 feet high. They move at a rate of 60 feet per round, as though blown by a powerful yet undetectable wind. They relentlessly pursue trespassers to the very edge of the waste—the limit of their domain. As long as their prey travels upon the sands, devil dunes always know where to find it.

Devil dunes kill by enveloping their prey and suffocating it. When any part of a devil dune enters a square containing its quarry, the creature is allowed a DC 15 Reflex saving throw. If the save fails, the quarry is buried. Buried creatures take 1d6 points of nonlethal damage per minute. Once unconscious, a buried creature must make a successful DC 15 Constitution check each minute thereafter or take 3d6 points of lethal damage until free or dead.

A devil dune seems almost like a living creature, except that no amount of ordinary damage can stop it. A *soften earth and stone* spell cast on a devil dune reduces the dune's speed by half for the duration of the spell. An *earthquake* spell breaks apart a devil dune, which takes weeks to reform.

DISEASE

A character in a waste environment who touches a corrupted object or a diseased creature, or ingests contaminated food or drink, might contract one of the following diseases. See page 292 of the *Dungeon Master's Guide* for explanations of the infection, DC, incubation, and damage entries in the table below.

Table 1–8: Waste Diseases

Disease	Infection	DC	Incubation	Damage
Sandeyes	Contact	14	1 day	1d4 Cha[1]
Volcanic fever	Inhaled	17	1d3 days	1d6 Con
The wasting[2]	Injury	19	1 day	1d4 Dex, 1d4 Con

[1] Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

[2] Victim must make three successful saving throws in a row to recover.

Sandeyes: A creeping blindness caused by desiccated eye tissue.

Volcanic Fever: This disease spreads through the inhalation of ash, which causes the victim's body temperature to rise to an unearthly heat (see page 12). A character killed by volcanic fever crumbles into fine ash within 24 hours.

The Wasting: This is a supernatural disease spread by demons and other foul creatures of the waste. Skin and tissues slowly dry and toughen, mummifying the victim.

FEY OASES

Oases—watering holes where nomads and caravans can take temporary refuge—dot many desert landscapes. They are sometimes shared by multiple groups of wayfarers who use the opportunity to trade goods and news. Every so often, such an oasis is the domain of fey—and some fey, particularly mirage mullahs (see page 177), delight in tormenting mortals who fall into their hands.

A fey oasis seems like any other oasis, except that a rich merchant caravan appears to be encamped there. Every member of the caravan is a fey creature. The magic of the oasis makes them appear to be mortals, just as it makes an actually barren stretch of desert appear to be a verdant glen filled with fresh water and date trees.

A fey oasis always appears at dusk and disappears at dawn—taking with it anyone foolish enough to remain in the camp that long. When it reappears at some point in the future (and, in all likelihood, somewhere else in the world), the "abducted" individual returns as well. That individual has now become a mirage mullah, and is bound to the oasis like the rest of the fey.

FLAMESTORMS

In certain locations in the waste, magical fire falls from the sky like rain—a phenomenon that waste-dwellers call a flamestorm. Flamestorms occur somewhat more frequently than rainfall does in the desert, though they are hardly an everyday occurrence.

Flamestorms are presaged by the formation of dark clouds in the sky, which the uninitiated might mistake for rain clouds (DC 15 Survival check to determine that they are not). A DC 15 Spot check reveals that the flashes of light in the clouds are more reddish-orange than ordinary lightning, or a DC 5 Spot check reveals that the darkness under an approaching storm cloud is pierced by streaks of ruddy light.

The fiery raindrops produced by flamestorms deal 2d6 points of fire damage each round to every creature in the area. The flaming raindrops automatically ignite any flammable item they touch; otherwise, they burn out immediately. The raindrops themselves are not magical, though the rain clouds that produce them are.

The constant crackle and low roar of the falling fire provides a –4 penalty on Listen checks. Ranged weapon attacks in a flamestorm are made with a –2 penalty if the projectile is constructed—even partially—of wood (such as an arrow, a spear, or a throwing axe).

A flamestorm generally lasts 5d6 rounds.

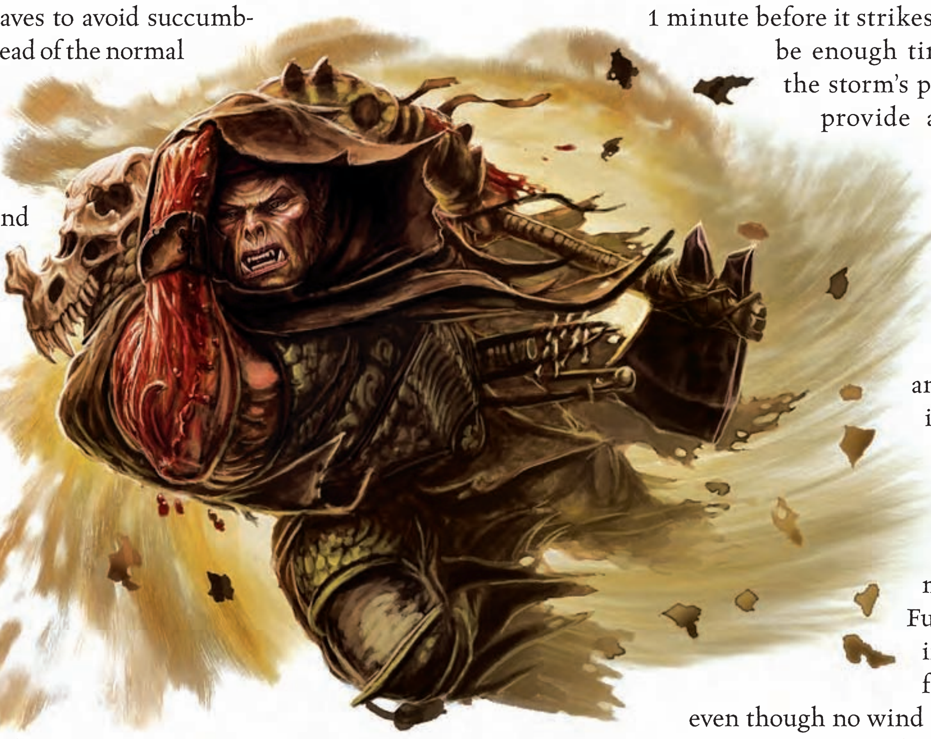
FLAYWIND

The terrible flaywind is feared throughout the planes. It propels sand with such velocity that it reduces a living creature to bare bones within hours, and exposed bone to fine powder in a matter of days. Minethys, the third layer of Carceri, is constantly scoured by flaywinds. A flaywind might exist on its own or as the sinister core of a larger sandstorm. The storm typically lasts 1d4×10 hours, but some flaywinds of legend have lasted for days.

The strength of flaywinds can vary. However, one is always of at least sandstorm grade (see Table 1–5, page 16, for details on storm grades and their effects).

A creature caught in a flaywind, or any object with hardness less than 5, takes 1d4 points of lethal damage per round instead of the nonlethal damage dealt by a Material Plane sandstorm. Wearing heavy clothing (or any form of armor) reduces the damage to 1d3 points per round, but it cannot protect entirely from the abrasion. A barricade or enclosed space is the only sure protection. Inhabitants of Minethys have developed a special garment to block the stinging grit, but it is a hazard of its own in the stifling heat of most waste environments, imposing a –6 penalty on Fortitude saves to avoid succumbing to heat instead of the normal –4 for heavy clothing.

Necrotic Flaywinds: When a flaywind arises in an area of black sand (see page 20), the storm is known as a necrotic flaywind. A creature killed by such a storm is reduced to bone, which the negative energy of the black sand then animates into a skeleton (use the skeleton template, page 225 of the *Monster Manual*). When a necrotic flaywind passes on, it might leave behind armies of skeletal beings.



A flaywind strips the flesh from those unlucky enough to be caught within it

Illus. by M. Phillippi

Avoiding Flaywinds: In general, creatures in an area about to be struck by a flaywind are entitled to DC 20 Survival checks to detect the approaching danger 1 minute before it strikes. This might not be enough time to get out of the storm's path, but it could provide an opportunity to seek shelter or make other preparations.

FURNACE WIND

In wastes of unearthly heat, the air itself is a lethal weapon. When the furnace wind blows, any open water dries up and flammable materials ignite.

A furnace wind arises at midday, seemingly blowing from the sun itself. It sweeps fiercely over the baking ground, and then passes as quickly as it came. A typical furnace wind lasts 4d4 rounds. It is never below windstorm force (see Table 1–5, page 16), and in addition to the normal effects of such a strong wind, it deals fire damage, as given on the following table.

Table 1–9: Furnace Wind Effects

Wind Force	Effect
Windstorm	1d6 fire damage/round (Fort DC 14 half)
Hurricane	2d6 fire damage/round (Fort DC 18 half)
Tornado	4d6 fire damage/round (Fort DC 22 half)

Avoiding Furnace Winds: In general, creatures in an area about to be struck by furnace winds are entitled to DC 20 Survival checks to detect the approaching danger 1 minute before it strikes. This might not be enough time to get out of the storm's path, but it could provide an opportunity to seek shelter or make other preparations.

Furnace Zones

A furnace zone is an area of constant, intense magical or supernatural heat that constantly deals the damage of a normal furnace wind. Furnace zones vary in intensity just as furnace winds do, even though no wind actually blows in a furnace zone. Such areas of blistering heat, though magically or supernaturally summoned, afford victims no saving throw or spell resistance. Creatures with immunity to heat or fire, however, do not take damage from a furnace zone.

LEECH SALT FLATS

Ordinary salt flats found in the waste are dangerous enough simply because potable water is extremely scarce. Beyond that, in salt flat areas where the ground is suffused with arcane energy, the salt can drain moisture out of living beings.

A leech salt flat appears like any other salt flats, though it radiates a faint necromancy aura. Living creatures that travel across a leech salt flat require five times the usual daily allotment of fluids (see Starvation and Thirst, page 304 of the *Dungeon Master's Guide*) to avoid becoming dehydrated, as the environment itself steals moisture from their bodies.

A traveler whose water supply runs out is in even more trouble: After a number of hours equal to its Constitution score + 4, the creature must make a successful Constitution check (DC 10, +1 for each previous check) or take 1d6 points of dessication damage. A creature that takes dessication damage from leech salts is dehydrated. The creature must repeat this check every 10 minutes until receiving at least 2 quarts of water or until death. Leaving the leech salt flat extends the time between these checks to 1 hour.

Leech salts magically dehydrate victims, which means that creatures need not receive long-term care to become rehydrated; simply receiving adequate water clears the dehydrated state. Nonlethal damage from thirst cannot be recovered until a creature gets at least 2 quarts of water. Not even magical healing (such as *cure light wounds*) heals such damage until this condition is met.

MIRROR SAND

When ordinary sand mixes with deposits of tin or silver, and the resulting granules are polished by windblown dust to a mirror finish, the sand itself can reflect light—and heat. Travelers in the waste dread mirror sand, because it is extremely unsafe to cross in the daylight. In addition to raising the temperature by 20%, mirror sand effectively blinds anyone who gazes at it—sometimes permanently.

A creature that wishes to make a Spot check while traveling over mirror sand must first make a DC 18 Fortitude save. Any creature that fails this save cannot open its eyes long enough to take a good look around. The DC increases by 2 each consecutive round that the creature has already been looking around. Plus, each full round that a creature's eyes are exposed to mirror sand requires a DC 10 Fortitude save. If this save fails, the creature becomes temporarily blinded (see page 300 of the *Dungeon Master's Guide*), due to damage to its eyes. The creature can make another DC 10 Fortitude save to recover from this blindness after spending 24 hours in darkness or with its eyes closed.

If, for some reason, a blinded creature continues to expose its eyes to the reflected brightness from mirror sand, it must make a successful Fortitude save each hour (DC 10, +1 for each previous check) or become permanently blind.

In the case of either permanent or temporary blindness, the spell *remove blindness/deafness* removes the condition immediately.

It is somewhat safer to cross mirror sand if one knows the route well enough to travel it blindfolded. Some desert dwellers do—though, of course, any creature traveling with its eyes closed is extremely vulnerable to nearby predators. If the terrain is unfamiliar, a creature risks stepping into a chasm or even over the edge of a cliff.

MOONDUST

"Moondust" need not occur literally on a moon, although the airless lunar surface is certainly a waste environment. Meteorites, many of them microscopically small, constantly bombard a world that lacks a thick atmosphere. The clashing cubes of Acheron or the grinding of the Elemental Plane of Earth can also produce moondust. This action pounds rock into a mixture of fine, jagged fragments and tiny droplets of glass created by impact.

Without wind or water, the normal forces of erosion are not present. The tiny fragments remain jagged rather than becoming smooth (as ordinary sand does), and thus they stick together tightly. Their extremely small size allows the particles to float readily with only a slight disturbance and then to stick to any surface with incredible tenacity. The dust penetrates almost any fabric, coats respiratory passages, and clogs machinery. Even covering the nose and mouth is no protection against suffocation from moondust (see the Suffocation in a Sandstorm sidebar, page 17). Only an impermeable barrier, such as a *mask of sweet air* (see page 134), or an appropriate spell, such as *Leomund's tiny hut* or *avoid planar effects* (from *Manual of the Planes*) can prevent the suffocation.

PHANTOM CITIES

Most mirages vanish when a viewer approaches them closely, but certain mirages persist even after the viewer has fully entered them. The most common of these are phantom cities—cities that appear completely real, but vanish as soon as the viewer departs the city's border.

Phantom cities always appear as fantastic edifices, existing against all probability in the harshest surroundings: gold-roofed buildings in the heart of bandit country; fountains gushing wine and water; cool breezes stirring palm fronds; and happy, healthy, physically perfect citizens going about their days with contented smiles. They might tell fantastic tales of how their city is magically protected from evil and from the elements, and of how they live for centuries rather than for years—all, they claim, because of the magical power of their city.

Lending some credence to such tales is the fact that only those of good alignment are capable of perceiving these cities. It might be that they exist in pocket dimensions (such as that created by a *rod of security*), or that they are planar gates to some unknown location. To those who visit them, they seem real; a visitor can climb high towers or wander through verdant valleys where no tall trees, cliffs, deep canyons, or even chasms exist. Though a visitor might stay for many years in a phantom city, when he emerges he is generally well fed and in good health, as though he had spent his time lounging in a palace, rather than wandering in the desert.

A phantom city does not magically fade from view once a visitor departs from it; the city does not disappear any more mysteriously than any ordinary city would in the eyes of someone journeying away from it. The same cannot be said of characters who enter a phantom city; those who cannot perceive the city see the visitor fade from sight, though the visitor can still see and hear those outside.

PHANTOM VOICES

When the winds blow in the desert, it is easy to imagine that one can hear voices calling across the sands. This is a natural phenomenon. However, when the voices carry on conversations with a traveler, magic is at work.

Phantom voices are sometimes known as the spirits of the sand, because they seem to know a great deal about the wastes from which they emanate. They are able to point out dangerous areas and provide information about monsters that might be encountered. Unfortunately, they only answer direct questions, and only if the questioner makes a small sacrifice to them first by pouring onto the dry ground the contents of a full waterskin (or about one-third of the daily water requirement for a Medium creature).

Properly propitiated, the phantom voices answer with complete accuracy—provided they actually know the answer. (The voices are not omniscient.) For example, the question "Are there raiders in the ruins to the north?" would get a definite yes or no answer, but the question "Will we encounter raiders in the desert?" is a question the voices can't answer. (They can't foretell the future.) The question "Is the monster bigger than a polar worm?" is likewise unanswerable, since the phantom voices have no concept of a polar worm, which lies outside their realm of experience.

Answers other than a simple yes or no are expressed in vague terms. "What are the raiders doing right now?" would be answered with "Watching" (meaning that the raiders have guards posted), rather than "Some are standing guard outside a big tent while those inside plot a raid against the spice caravan that sometimes passes through this area." Likewise, "How many raiders are there?" would receive an answer of "Many" or some similar response, while the question "Do the raiders outnumber us?" would receive a yes or no response.

These voices never rise above the level of a whisper, as though they were originating from some distance away. Some travelers find them extremely disturbing despite their helpfulness because, once the voices are provided with water, they continually clamor for more. The voices depart after several hours, but in the meantime those attempting to rest find it nearly impossible with phantom voices whispering "Water? Water?" all around them.

PLAINS OF GLASS

Very high temperatures melt sand into glass. Lightning strokes from thunderstorms might produce a number of small glassy areas, and a volcano's eruption can eject "bombs" of glass. Additionally, the energy produced by magical power, such as a *vitrify* spell or a sustained *wall of fire* or *wall of magma* spell, can create a wide expanse of fused sand that stretches for miles.

Traveling on a plain of glass is treacherous. The surface is as slick as an ice sheet. Each square costs 2 squares of movement to enter, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across glass.

Glass plains are often fractured, with jagged shards sticking out in all directions along huge fissures. Explosive attacks against a smooth glass plain, or the impact of a siege engine's missile, throw up a devastating cloud of glass slivers that fills a 5-foot-radius area 10 feet high. Creatures caught in a glass spray take 3d6 points of piercing damage, though a successful DC 13 Reflex save reduces the damage by half. The glass is vulnerable to sonic attacks. The damage of a spell or effect that deals sonic damage increases by 50% and always generates a glass spray when the effect is targeted on a smooth plain of glass.

POISON

The poisons described on Table 1–10 can be found in any region, although they generally originate in waste areas or with waste creatures.

Crystal Scorpion Poison: Distilled from the venom of monstrous scorpions, this alchemically treated (Craft [alchemy] DC 25) poison is often sought out by warlords or assassins who want to see a victim suffer for days. The process of treating the venom renders it translucent, but with the refractive qualities of a perfect prism when held up to the light in a clear container.

Dunewinder Venom: See the dunewinder monster entry, page 159.

Volcanic Gas: Active volcano craters, mud pots, and similar features often vent a poisonous mixture of gases. Volcanic gas is an inhaled poison, but unlike with a thrown

Table 1–10: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap DC Modifier
Crystal scorpion poison	Contact DC 19	—	Helpless 1d4 hours, entangled 1d4 days	1,500 gp	+2
Dunewinder venom	Injury DC 20	1d8 Con	1d8 Con	1,000 gp	+3
Volcanic gas	Inhaled DC 13	Unconsciousness	1d6 Con	—	+1

vial, the gas cloud persists in the area it fills. Characters exposed to the gas must continue to make saves each minute against the secondary damage until they leave the gas-filled zone. The volume filled by a cloud of volcanic gas might consist of many 10-foot cubes. A pit trap might include a volcanic fissure that adds poisonous fumes to the hazard.

RED SEAS

Mundane salt lakes can acquire a red hue from a combination of the dissolved minerals and microscopic creatures that thrive in this unlikely environment. However, a red sea is a far more exotic hazard. It is pure salt—not salt water—kept liquid through supernatural or magical power and given a bloodred color by the corrosion of metal in the rock it touches. The River of Salt that flows through the layer of the Abyss called Azzagrat has the same properties, though its colors vary through a range of noisome hues as it meanders through that infernal realm.

Immersion in a red sea is deadly. The salt rapidly desiccates a living creature, dealing 1d6 points of dessication damage per round of contact (dessication damage, as opposed to damage from normal dehydration, is usually dealt by magic, and is described on page 15). Water elementals, plant creatures, and freshwater dwellers are especially vulnerable to this effect, taking 1d8 points of dessication damage per round instead. On the other hand, a salt mephit's normal rate of fast healing is doubled if it is in contact with a red sea. Weapons or armor that are primarily metallic corrode away; the damage dealt by a red sea overcomes the hardness of metal.

A flask of liquid salt (see page 102) can be used as a splash weapon. However, the salt instantly corrodes ordinary containers made of leather, clay, or metal. Only a glass container can hold this stuff safely.

SHADOWSAND

This substance, if encountered in the daytime, appears to be ordinary sand, albeit slightly darker than normal and cool to the touch. Even in subtropical and tropical climates, the temperature in an area covered by shadowsand rises only to about 70° F during the hottest part of the day.

At night, the true nature of shadowsand becomes apparent. The temperature of the sand plunges to below 0° F, catching many desert dwellers unprepared for such severe cold. (See Cold Dangers, page 302 of the *Dungeon Master's Guide*.) Shadowsand sucks the heat out of campfires and other blazes, preventing them from providing enough warmth to significantly improve matters. A DC 15 Survival check is required to realize that the radical drop in nighttime temperature in an area of shadowsand is not a natural occurrence.

If it were found in larger quantities, shadowsand might qualify as a terrain type, but areas of shadowsand are rarely more than a mile across. They are hardly a danger to those who are prepared for them, or who have the luxury of moving after night falls.

What makes shadowsand especially dangerous—and what might explain why it exists—is that certain types of undead (particularly vampires, spectres, and wraiths) are drawn to it, and they dwell under it during daylight hours. Any patch of shadowsand has a 25% chance of hosting one or more such undead. If the d% roll indicates an encounter, roll on Table 1–11 to determine its exact nature.

TABLE 1–11: SHADOWSAND ENCOUNTERS

d10	Undead
1–4	Vampire spawn (EL 4)
5–6	1d3 vampire spawn (EL 5)
7–8	Wraith (EL 5)
9	1d3 wraiths (EL 6)
10	Spectre (EL 7)

SHAPESAND

Shapesand shares many properties with the stuff of uncontrolled Limbo—raw energy that can be molded into any form desired, according to the will of the shaper. The new shape is still composed of sand, but it has the qualities of the object it mimics.

Certain individuals attain a level of mastery over shapesand that allows them to exceed the substance's normal limitations (see the sand shaper prestige class, page 76). Even someone without that mastery can attempt to manipulate shapesand or take control of a shapesand item that was created by someone else (see the description of shapesand as a special material, page 102).

SLIPSAND

Tiny nodules of glass can form in the splash of a meteorite impact or as the result of a supernatural collision. Such particles have extraordinarily smooth, slippery surfaces. For this reason, a field of slipsand is far more deadly than the quicksand of the Prime Material Plane, or even supernatural softsand (described later in this section). The surface gives way readily under the slightest weight, swallowing up anything unfortunate enough to step on it. It is impossible to swim through or tread water in slipsand; a creature caught in it sinks to the bottom and begins to suffocate when it can no longer hold its breath (see page 304 of the *Dungeon Master's Guide*). Even asheratis (see page 37) are subject to this effect of slipsand, despite their ability to swim through normal sand. Slipsand looks no different from ordinary sand or dust from a distance, and a DC 15 Survival check is necessary to notice it. Charging or running characters are not entitled to a check.

Pulling a character from slipsand is similar to rescuing a character from quicksand (as described on page 88 of the *Dungeon Master's Guide*), but the DC of the rescuer's Strength check is only 10 instead of 15, since slipsand does not have the gluey texture of quicksand. A character who fails to hold onto the rope or branch is not entitled to a Swim check, but immediately sinks to the bottom again.

SLUMBER SAND

Appearing in patches up to 1d3×100 feet across, slumber sand is deceptively ordinary-looking sand. However, when characters walk or ride over it for 2d4 rounds, the passage of their feet (or their mounts' feet) kicks up a soporific dust. Those who inhale this dust are affected as though by a *sleep* spell. The effect has no Hit Dice limit, but creatures can resist it by making DC 15 Fortitude saves. Affected characters remain asleep for 8 hours, minus 1/2 hour for each point of Constitution (to a minimum of 1 hour). Unless characters can fly or otherwise leave without disturbing the sand again, they might find exiting an area of slumber sand to be a tedious process of walk, sleep, wake, and walk again.

Areas of slumber sand can be identified as such from a safe distance with a DC 20 Survival check. Slumber sand can be made into an alchemical item of the same name (see page 103) that can be used to increase the effectiveness of the *sleep* spell.

SOFTSAND

Though actual quicksand cannot exist in dry environments, softsand can provide a similar effect in completely dry terrain. Not nearly so deadly as slipsand, softsand is not actual sand, but extremely light, powdery dust. Generally scattered harmlessly about by desert winds, it can sometimes collect in pits shielded from the wind, where it looks like ordinary sand.

A character approaching a patch of softsand can attempt a DC 10 Survival check to recognize it for what it is before stepping out onto it—though a charging or running character doesn't receive the same consideration. A typical patch of softsand is 20 to 50 (1d4+1×10) feet across. Running or charging characters usually make it about 1d2×5 feet into the softsand before beginning to sink.

A character in softsand must make a DC 15 Swim check to move 5 feet in any direction, and must get a result of 10 on a Swim check every round simply to remain where he is without sinking. A character who gets a result of 5 or lower on this check sinks below the surface and begin to suffocate (see Suffocation, page 304 of the *Dungeon Master's Guide*.)

A character below the surface of softsand can climb back to the surface if he can move toward the edge of the pit by making DC 15 Swim checks (as described above). Climbing out of a pit of softsand, once a character has reached the edge of the pit, requires a DC 15 Climb check.

Any character not trapped in softsand can extend a rope, branch, spear shaft, or similar object to the trapped character, then make a DC 15 Strength check to pull the victim to safety. The victim must make a DC 10 Strength check to retain a grip on the branch, pole, or rope, however. A victim who fails to hold on must immediately make a DC 15 Swim check or fall beneath the surface. If both Strength checks succeed, the victim is pulled 5 feet closer to safety (toward the character holding the branch, pole, or rope).

WAILING WASTE

Where the winds blow constantly across the dunes, thin streams of sand pour from the dune tops with an eerie hum. Sometimes these singing sands are infused with a malevolent presence. Some claim that the spirits resent the presence of the living in their waste. Others believe the unearthly moans come directly from the planes—perhaps a howling wind from Pandemonium, or cries from souls tortured in the red-hot vaults of Dis. Whatever the source, an area of wailing waste is detrimental to those who hear it.

A creature within the area affected by a wailing waste's sound must make a DC 15 Will save or fall subject to a *confusion* effect (as the spell, page 212 of the *Player's Handbook*) for as long as the victim is able to hear the sound. Blocking the ears with wax or something similar seals out the sound and grants a new saving throw with a +4 bonus to end the *confusion* effect. A *silence* spell cancels the supernatural wailing, and any affected creatures return to normal after 1d4 rounds. A bard can also use the countersong ability to help allies resist the effects of the wailing sand.

WILDERNESS WASTE TERRAINS

This section discusses the different waste terrains that adventurers might come upon in wilderness settings. Many of these terrains can exist simultaneously in the same environment. For example, a party might travel through a region of windblown dunes on the floor of an ancient crater, or scramble across rugged lava flows in the midst of a savannah.

BADLANDS TERRAIN

The result of thousands of years of wind or water erosion, badlands are mazes of canyons, gorges, tunnels, and cliffsides carved out of solid rock. Badlands appear in one of two categories: rugged (where the bare rock is mostly smooth) or forbidding (where the bare rock is mostly rough).

Table 1–12 lists the most common terrain features found in each of the two badlands categories. It is not necessary to roll for each square; rather, these percentages are presented as a guide for drawing maps. Gradual slopes, steep slopes, cliffs, and chasms are mutually exclusive. However, gradual and steep slopes might include light undergrowth or dense rubble.

Table 1–12: Badlands Terrain Features

	—Badlands Category—	
	Rugged	Forbidding
Chasm	5%	10%
Cliff	10%	20%
Dense rubble	15%	30%
Gradual slope	60%	20%
Light undergrowth	10%	5%
Shallow sand	10%	—
Steep slope	40%	60%

Chasm: Chasms function similarly to pits in dungeon settings. However, they are seldom hidden, so characters should rarely fall into them by accident. A typical chasm measures 2d4×10 feet deep, at least 20 feet long, and around 5d4 feet wide. Climbing out of a chasm requires a successful DC 15 Climb check.

Cliff: Cliffs in badlands terrain measure 1d4×10 feet tall, and generally require a DC 15 Climb check to climb up or down. They are seldom perfectly vertical. A cliff up to 30 feet high takes up 5 feet of horizontal space, and a cliff of 30 feet or higher takes up 10 feet of horizontal space.

Dense Rubble: The ground is strewn with large stones and shingles of loose rock. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble increases the DC of Balance and Tumble checks by 5 and the DC of Move Silently checks by 2.

Gradual Slope: A gradual slope does not offer enough of a challenge to affect movement. However, characters gain a +1 bonus on melee attack rolls against foes downhill from them.

Light Undergrowth: Undergrowth in badlands consists of low-lying, short-bladed brush, sparse patches of dry moss, and small cacti. A square covered with light undergrowth costs 2 squares of movement to move into. Light undergrowth increases the DC of Tumble checks and Move Silently checks by 2.

Shallow Sand: Shallow sand is common in desert areas. Areas of this terrain feature a layer of loose sand about 1 foot deep. It costs 2 squares of movement to move into a square with shallow sand, and the DC of Tumble checks in such a square increases by 2.

Steep Slope: Characters moving uphill (that is, to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of a steep slope. A character running or charging downhill (to an adjacent square of a lower elevation) must make a successful DC 10 Balance check. If the check fails, the character stumbles and moves only 1d2 squares. Characters who fail the check by 5 or more fall prone in the square where their movement ended. Mounted characters, similarly, must make successful DC 10 Ride checks or face similar results with their mounts. A steep slope increases the DC of Tumble checks by 2.

Other Badlands Terrain Elements: Because badlands are often formed by water erosion, streams in badlands are not uncommon. Such streams are usually 5 to 10 feet wide and no more than 3 feet deep. Likewise, dry streambeds are common (since badlands are essentially extremely deep dry streambeds, after all). Treat such terrain features as trenches 5 to 10 feet across. Remember, when adding a stream or streambed, that the water must flow downhill.

Stealth and Detection in Badlands: For most purposes, the maximum distance in badlands terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. The twisting, winding nature of badlands makes spotting at greater distances nearly impossible (which is why badlands are so favored by raiders and outlaws as hideouts). Cover in badlands is plentiful, from ridgelines and hilltops to caves and hollows. Because sound echoes so much in badlands, the DC of Listen checks increases by 2.

Rockslides

A rockslide occurs when rocks dislodged from a slope gather momentum and tumble rapidly downhill. For the effects of rockslides, see Avalanches, page 90 of the *Dungeon Master's Guide.*

BARREN WASTE TERRAIN

Barren waste is the most desertlike of all waste terrains. They exist in any warm climate where the evaporation is extraordinarily fast and the rainfall virtually nonexistent. Water is even more scarce here than in ordinary deserts. Barren waste comes in two categories: sandy and gravelly.

The table below describes terrain elements found in both of the two barren waste categories. As with badlands terrain, you needn't roll for each square; the percentages are intended as a general guide for mapping.

Table 1–13: Barren Waste Terrain Features

	—Barren Waste Category—	
	Sandy	Gravelly
Deep sand	10%	—
Dense rubble	—	20%
Gradual slope	10%	10%
Light rubble	10%	50%
Sand crust (shallow)	10%	—
Sand dunes	20%	—
Shallow sand	20%	5%

Deep Sand: These areas feature a layer of loose sand up to 3 feet deep. It costs Medium or larger creatures 3 squares of movement to move into a square with deep sand. It costs Small or smaller creatures 4 squares of movement to move into a square with deep sand. Tumbling is impossible in deep sand.

Dense Rubble: Dense rubble functions as described under Badlands Terrain, above.

Gradual Slope: A gradual slope functions as described under Badlands Terrain, above.

Light Rubble: The ground is covered with small rocks and gravel, making nimble movement more difficult. Light rubble increases the DC of Balance and Tumble checks by 2.

Sand Crust: A sand crust appears as normal solid ground, but it actually conceals a layer of shallow sand. If a creature weighing more than 100 pounds (including weight of equipment carried) enters a square covered with sand crust, it breaks through to the shallow sand below. The creature treats the square as shallow sand, and it must deal with the effects of the sand on movement (as described under Badlands, above). These creatures leave a trail of crushed sand crust in their wake, turning the sand crust they pass through into shallow sand. Creatures weighing 100 pounds or less treat sand crust as normal terrain.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move as much as a hundred feet in a year's time. A sand dune can cover hundreds of squares and might reach a height of a thousand feet. It slopes gently on the side pointing in the direction of the prevailing wind, but can be extremely steep on the leeward side. Where the wind blows from several different directions, depending on the season, sand dunes take the shape of "stars" with three or more points—but where the wind blows steadily in one direction, sand dunes form row upon row of dusty ridges.

Shallow Sand: Shallow sand functions as described under Badlands Terrain, above.

Other Barren Waste Terrain Elements: Barren waste is one of the few places where oleum springs can be found. The black liquid that bubbles up out of the ground is useful for lubrication. See the oleum special substance description, page 102.

Stealth and Detection in Barren Waste: In most cases, the maximum distance in barren waste terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6×20 feet. Beyond this distance, elevation changes and heat distortion make visual spotting impossible. Where sand dunes are present, the spotting distance is halved.

Barren waste imposes neither a bonus nor a penalty on Listen or Spot checks. The DC of Move Silently checks increases by 2 in gravel, however.

Sandstorms

Sandstorms occur in sandy barren waste, and many other areas of the warm desert, when the wind reaches windstorm speed. See the description of sandstorms on page 16 for details.

EVAPORATED SEA TERRAIN

As a sea dries up in the extreme heat of the waste, it leaves behind a vast stretch of dry land that was once a sea floor. These types of terrain come in three categories: silt seas, dry seas, and salt flats. Inland seas evaporate to leave fields of moist silt or dry sand, while salt seas leave behind salt flats dotted with occasional high-saline lakes.

The table below describes terrain features found in each of the evaporated sea categories. Drawing maps for evaporated sea terrain is essentially the same as drawing hill maps. Define the peaks and valleys, with an eye toward the direction of slopes, then indicate which valley portions, if any, are actually lakes rather than dry land. Refer to Chapter 3 of the *Dungeon Master's Guide* for rules on aquatic terrain. Gradual slopes, steep slopes, cliffs, and chasms are mutually exclusive. Gradual and steep slopes might include undergrowth or dense rubble, however.

Table 1–14: Evaporated Sea Terrain Features

	—Evaporated Sea Category—		
	Silt Sea	Dry Sea	Salt Flat
Chasm	—	10%	5%
Cliff	10%	30%	10%
Deep sand	—	10%	5%
Gradual slope	10%	30%	5%
Light rubble	5%	20%	10%
Light undergrowth	20%	5%	—
Sand crust (shallow)	10%	20%	25%
Sand crust (deep)	—	10%	15%
Shallow bog	15%	—	—
Shallow sand	10%	20%	10%
Steep slope	5%	20%	—

Deep Sand: Deep sand functions as described under Barren Waste Terrain, above.

Chasm: Chasms function as described under Badlands, above.

Cliff: Cliffs function as described under Badlands Terrain, above.

Gradual Slope: A gradual slope functions as described under Badlands Terrain, above.

Light Rubble: Light rubble functions as described under Barren Waste Terrain, above.

Light Undergrowth: Light undergrowth functions as described under Badlands Terrain, above.

Sand Crust: Sand crust functions as described under Barren Waste Terrain, above. For sand crust over deep sand, use the deep sand description for the sand underneath, rather than the shallow sand description.

Shallow Bog: Especially damp silt can hinder movement like a bog does. If a square is part of a shallow bog, it has deep mud, silt, or standing water about 1 foot deep. It costs 2 squares of movement to enter a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2. Shallow bogs also increase the DC of Move Silently checks by 2.

Shallow Sand: Shallow sand functions as described under Badlands Terrain, above.

Steep Slope: Steep slopes function as described under Badlands Terrain, above.

Other Evaporated Sea Terrain Elements: The remnants of ancient grottoes, underwater passages, or cave entrances are often located in cliff and steep slope squares. They typically range from 5 to 20 feet wide and are 5 feet deep. Beyond this initial 5 feet of depth, the cave could be anything from a simple chamber to the first room of an elaborate dungeon. Caves used as lairs by monsters usually have 1d3 rooms that measure 1d4×10 feet across.

Streams (5 to 10 feet wide and no more than 5 feet deep) are common in silt sea areas, especially at the site of a former river delta. Similarly, salt flats might be dotted with salt lakes, ranging from a few feet to perhaps hundreds of feet in depth. See Chapter 3 of the *Dungeon Master's Guide* for rules on aquatic terrain. Because the high salt content provides natural buoyancy, the DC of Swim checks in salt lakes is reduced by 2. Dry streambeds (trenches 5 to 10 feet across) are common in evaporated sea terrain.

The bottoms of waterways are frequently littered with the ruins of ships; when the water is gone, these wrecks are exposed to the open air. They are not particularly hazardous and can, in fact, provide a source of wood for campfires. As with caves, though, these wrecked ships can also serve as monster lairs.

Stealth and Detection in Evaporated Seas: In evaporated seas, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d12×10 feet. In dry seas, this distance is 2d8×10 feet.

Hiding in salt flats is virtually impossible (because of the flat terrain), and silt seas (with the comparative lack of vegetation) aren't much better. Dry seas, however, provide many more opportunities, if only in ridges and peaks. Evaporated seas have no particular effect on Listen or Move Silently checks.

GLASS SEA TERRAIN

Where the desert heat is great enough—whether by scorching sun or boiling subsurface magma—sand bakes to glass. In such places, the desert can have a layer of glass, ranging in thickness from 10 feet down to as little as an inch. The glass can splinter and break, resulting in terrain covered with dangerous, jagged shards.

Glass seas come in two varieties: solid and shattered. The table below describes terrain features found in both of the two glass sea categories.

Table 1–15: Glass Sea Terrain Features

	—Glass Sea Category—	
	Solid	Shattered
Crevasse	10%	30%
Dense rubble	—	10%
Gradual slope	10%	—
Light rubble	5%	20%
Razor glass	—	5%

Crevasse: Tectonic shifts and air pockets in the glass create crevasses. They function much like pits or chasms in a dungeon setting. A typical crevasse is 1d4×10 feet deep, 4d12×10 feet long, and 5d8 feet wide.

A thin layer of solid-looking glass can hide the existence of a dangerous crevasse underneath (25% chance). This glass sheet is too weak to support any creature larger than Tiny. A character approaching a hidden crevasse at a normal pace is entitled to a DC 10 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect the crevasse before falling in. A character falling into a crevasse can attempt a DC 20 Reflex save to catch himself on the edge, in which case he falls prone in a square at the edge of the crevasse. Many crevasses in glass seas have a large quantity of broken glass lying on the bottom, dealing an extra 1d6 points of slashing damage to those who fall in.

Because glass conducts and, in some cases, intensifies light, glass sea crevasses can build up a great deal of heat during the day. The temperature increases by 5 degrees every hour that the sun shines on the glass until midday; after midday, the temperature decreases by 5 degrees every 2 hours.

Glass sea crevasses can be climbed (up or down) with a DC 22 Climb check.

Dense Rubble: Dense rubble functions as described under Badlands Terrain, above.

Gradual Slope: A gradual slope functions as described under Badlands Terrain, above.

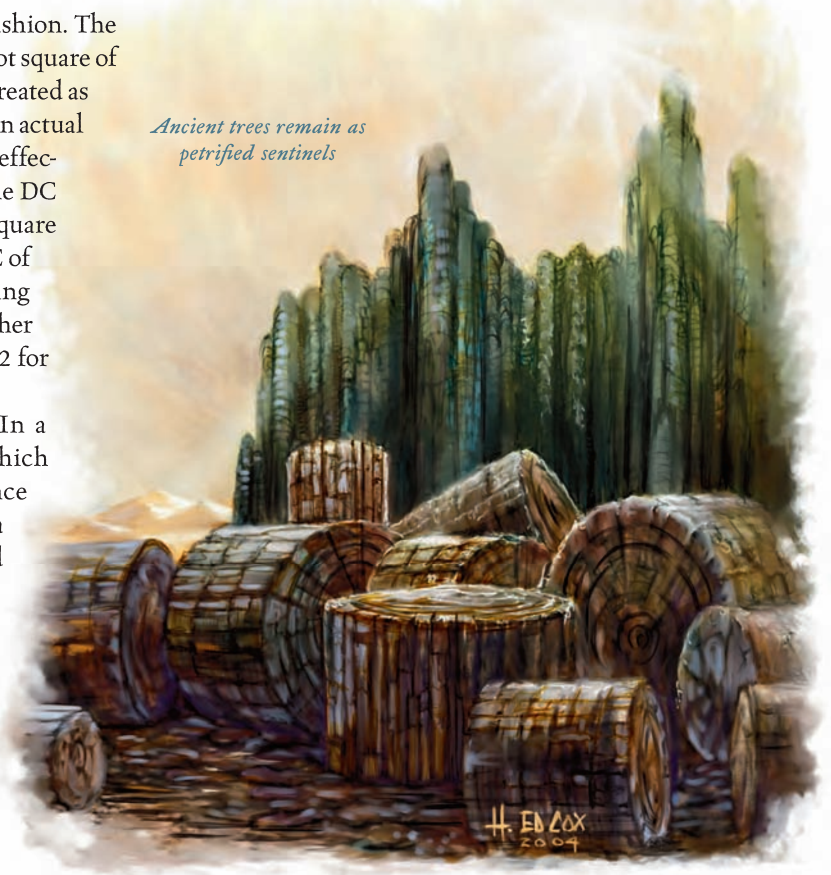
Light Rubble: The ground is covered with small bits of broken glass, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2. Any character who falls prone in a square containing broken glass rubble takes 1d4 points of slashing damage.

Razor Glass: Shards of broken glass poke up from the ground, slashing any creatures that come into contact with it. Razor glass deals 1d6 points of slashing damage to those who pass through it, but it is fairly easy to identify (DC 10 Survival check).

Other Glass Sea Terrain Elements: Glass seas are even more featureless than the sandy deserts from which they were formed. Though the glass can form interesting patterns, glass sea terrain in itself rarely interferes with movement except when lubricated in some fashion. The contents of a full waterskin, if poured on a 5-foot square of solid glass sea terrain, causes the square to be treated as though under the effects of a *grease* spell. Plus, an actual *grease* spell (or *salve of slipperiness*) is especially effective on smooth glass sea terrain, adding 5 to the DC for the Reflex save for those standing in the square when the spell is cast upon it, and 10 to the DC of the Balance check to avoid falling when moving through the square. The DC should be even higher if the slippery section is located on a slope (+2 for gradual slopes and +4 for steep slopes).

Stealth and Detection in Glass Seas: In a solid glass sea, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10×10 feet. In a shattered glass sea, this distance is reduced to 2d6×10 feet.

Hiding places are rare in solid glass seas, though somewhat more common in shattered glass sea terrain. The occasional patch of dense rubble or razor glass affords a few opportunities for those within to make Hide checks. Glass seas have no effect on Listen or Move Silently checks.


Ancient trees remain as petrified sentinels

Illus. by E. Cox

Mirror Sand

Particles of tin or silver sometimes mix with the sand and glass of glass seas to produce mirror sand. Mirror sand blinds those who look at it while simultaneously increasing the temperature of the surrounding air. See page 23 for more information.

PETRIFIED FOREST TERRAIN

The result of millennia-long processes involving sediment, mineral deposits, and erosion, a petrified forest consists of a great barren field of colorfully banded stone logs. This jumble of rocks makes for difficult traveling, though the view is often spectacular. Petrified forests come in two categories, rugged and forbidding.

The table below describes terrain elements found in both of the two petrified forest categories.

Table 1–16: Petrified Forest Terrain Features

	—Petrified Forest Category—	
	Rugged	Forbidding
Chasm	5%	5%
Dense rubble	50%	60%
Gradual slope	10%	10%
Light rubble	30%	20%
Light undergrowth	5%	5%

Chasm: A chasm functions as described under Badlands Terrain, above, except that in forbidding petrified forests, chasms are generally 2d8×10 feet deep.

Dense Rubble: Dense rubble functions as described under Badlands Terrain, above.

Gradual Slope: A gradual slope functions as described under Badlands Terrain, above.

Light Rubble: The jumble of petrified wood covers the ground so heavily that nimble movement is problematic. The DC of Balance and Tumble checks increases by 2.

Light Undergrowth: The undergrowth in petrified forest terrain consists mainly of the odd stand of scrub brush and the occasional tuft of patchy grass. It functions as described under Badlands Terrain, above.

Other Petrified Forest Terrain Elements: A petrified forest might include an occasional dry streambed (treat as a trench, 3 to 5 feet deep), but actual streams are rarely more than trickles, measuring only a couple of feet wide and a few inches deep. In summer months, such streams completely dry up.

Stealth and Detection in Petrified Forests: In petrified forest terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. In a forbidding petrified forest, the rubble is so heavy that the spotting distance is reduced to 2d10×10 feet.

Cover in petrified forest terrain is plentiful. The abundance of dense rubble provides plenty of things to hide behind. Petrified forests have no effect on Listen or Move Silently checks.

DUNGEON WASTE TERRAINS

This section discusses the different waste terrains that adventurers might come upon in the dry, dusty caves and dungeons below the desert floor. These terrains can be natural in origin, or they can result from magical tampering or transplanar portals. Sometimes, a combination of several elements is possible. The following are typical features of a waste dungeon setting. All of the feature types detailed in Chapter 3 of the *Dungeon Master's Guide* can be found in these complexes, in addition to those described here. However, wood tends to be less common in the waste.

Many waste inhabitants live in cliffside dwellings, whether natural caves or carved from the rock. These offer shade, relatively cooler temperatures, and natural fortifications. Where high cliffs are not available, desert dwellers sometimes excavate homes in the upper regions of fissures and gorges. These are high enough above the canyon floor to avoid danger from flash floods but still offer excellent defenses and shelters.

WALLS

In waste dungeons, walls might be made of stone (see pages 59 and 60 of the *Dungeon Master's Guide* for information on masonry, hewn stone, and unworked stone walls) or more exotic materials, such as sand, glass, or even standing flows of magma. Sand is loose and shifting, and cannot naturally form walls; these must be held together with alchemical substances or magical force. Salt mines and caves provide a natural building material. Glass can be found in mundane wastes, but not usually in large quantities. The *vitrify* spell (see page 125) is the usual source for such material, melting the surrounding sand. Still-hot magma walls might be permanent *walls of magma* or natural flows held in place with magical force.

Adobe Walls: A simple and strong building material, adobe is a mixture of mud, sand, and straw, baked in the sun to form a hard clay. To build walls, adobe is cut into bricks or spread over a framework while still wet. Because it is not kiln-fired, adobe is not as strong as pottery.

Glass Walls: Glass occurs naturally in fast-cooling lava flows, and glassmakers often use the waste's abundant sand to produce containers and art objects. However, getting sufficient quantities of glass to build stronghold walls usually requires magic. Volcanic glass is usually dark with dissolved minerals, but when it is made magically, the creator can set its transparency by choosing the type of sand. Glass offers many advantages: It is strong, it can be transparent, and it can be poured into any desired shape. However, it is also brittle, and its surface can crack easily. Thus, glass walls are often reinforced magically (see below). A smooth glass surface is nearly impossible to climb, but one marred by cracks or chips offers some handholds (decrease the Climb check DC by 5).

Table 1–17: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points[1]	Climb DC
Adobe	1 ft.	25	5	54	13
Glass	6 in.	18 (13 if cracked)	1	6	30
Magma (*wall of force*)	varies	n/a	n/a	n/a	n/a
Magma (*wall of magma;* see page 126)	varies	n/a	n/a	15/in.	40
Sand (magically fused)	3 ft.	22	3	180	15
Salt	2 ft.	20	2	72	15
Magically treated[2]	—	+30	×2	×2[3]	+20

[1] Per 10-foot-by-10-foot section.
[2] These modifiers can be applied to any of the other wall types, except magma walls.
[3] Or an additional 50 hit points, whichever is greater.

Magma Walls: Heat-loving creatures might build their stronghold in the middle of a volcano, the most extreme of waste environments. To shape the still-liquid rock into freestanding structures requires sandwiching it between permanent *walls of force*. This has the added advantage of preventing the passage of ethereal creatures and blocking most magical and supernatural effects. It is impossible to break or scale a *wall of force*, which has no real thickness. The magma wall between two *walls of force* can be as thick as desired.

A *wall of magma* spell (see page 126) can be made permanent with a *permanency* spell. Being liquid, the magma cannot be broken as such, but an object or large creature could force its way through, assuming it can withstand the abysmal heat. The roiling surface is nearly impossible to maintain a grip on, and most climbing gear melts or catches fire almost immediately.

Salt Walls: Whether the hewn passages of a salt mine or the natural caverns of a salt karst, mineral deposits are a ready building material. (Similar minerals, such as gypsum and sulfur, also form caves and have the same properties as salt for game purposes.) Salt is quite crumbly and relatively soft, however, and it has the additional disadvantage of being soluble in water. Directing a constant blast of water (such as a geyser from a *decanter of endless water*) at a salt wall

GLASS WALLS, DOORS, AND DETECT SPELLS

Glass walls are usually thick enough to block most *detect* spells, such as *detect magic* and *detect thoughts*. A glass door or other partition that is less than 3 inches thick does not block *detect* spells, however.

dissolves the mineral, dealing it 10 points of damage per minute, which hardness does not reduce. For this reason, salt walls are often reinforced magically.

Sand Walls: Magic can cause sand grains to stick together with great tenacity, making them into a material suitable for building structures. Sand treated in this way forms a fairly soft and porous surface, so walls tend to be very thick to compensate. However, it is very expensive, requiring the services of a spellcaster and a large quantity of material. Walls of sand can have a variety of colors, ranging from the common tawny hue to the glittering black of volcanic sand to snow-white or rust-red.

Magically Treated Walls: Reinforcing magic can greatly increase a wall's hardness and hit points. It adds 30 to the break DC and 20 to the Climb check DC of the wall. A magically treated wall gains a saving throw bonus against spells equal to 2 + 1/2 the caster level of the magical effect, as well as immunity to damage from water. Creating a magically reinforced wall requires the Craft Wondrous Item feat and the expenditure of 2,000 gp and 160 XP for each 10-foot-by-10-foot wall section.

FLOORS

Like walls, floors in waste complexes come in a variety of types.

Dense Rubble: The ground resembles a field of boulders interspersed with smaller debris. Dense rubble increases the DC of Balance and Tumble checks by 5, and the DC of Move Silently checks by 2. It costs 2 squares of movement to enter a square containing dense rubble.

Hot Ash and Mud: An underground complex in an active caldera might be paved with still-hot ash and volcanic ejecta, steaming mud, and similar dangerous materials. The terrain is difficult to navigate, increasing the DC of Balance and Tumble checks by 5 and doubling the normal movement cost to enter. In addition, unprotected feet in contact with the smoldering surface take 1 point of fire damage per round; thick-soled shoes or boots prevent this damage. The speed of characters whose feet are injured in this way is halved until they are treated with a successful DC 15 Heal check or receive magical healing.

Glass Floors: Floors of glass can form naturally but are usually of magical origin. Their extremely slick surfaces increase the DC of Balance and Tumble checks by 5. In addition, it costs 2 squares of movement to enter a square with a smooth glass floor. The reduced friction makes running or charging impossible.

A glass floor can become chipped and cracked through wear, physical attacks, and the like. In this case, the broken surface increases the DC of Balance and Tumble checks by 2. Movement through such areas still costs double.

Light Rubble: Small chunks of volcanic cinder, pebbles, bones, and other desert "pavement" cover the ground. Light rubble increases the DC of Balance and Tumble checks by 2.

Loose Sand Floors: These floors are as difficult to move through as naturally sandy areas are (see Sand Travel, page 18). Sand floors in underground complexes usually exist because the sand has been blown or transported inside, or they result from digging into a buried pocket. A builder using adobe might leave loose sand around the base of the walls as an additional defensive feature. This sand is rarely more than a few inches deep. Instead of sand, the floor might consist of other granular material, such as ground bone, salt, or volcanic cinders. The loose sand can also conceal hazards, whether natural sinkholes filled with moondust or a deliberately placed field of slipsand (see page 25).

Packed Sand Floors: Sand becomes packed by heavy traffic or purposeful pounding. If a salt lake or sulfur spring is nearby, the poisonous water might be used to help pack the sand more firmly. Packed sand does not slow movement the way loose sand does.

DOORS

Crafting doors in a waste complex can be difficult if the surrounding material is relatively soft, since pins and hinges can eventually work loose. As a result, doors and gates usually exist only where they are necessary for security, and alternative materials are common.

Table 1–18: Doors

Portal Type	Typical Thickness	Hardness	Hit Points	–Break DC– Stuck	Locked
Glass sheet	3 in.	1	3	18	18
Petrified wood	2 in.	7	24	20	20
Salt slab[1]	6 in.	2	15	20	—
Sand heap[1]	20 ft.	—	—	—	—
Sandstone slab	6 in.	7	78	22	—
Stretched hides	1 in.	2	5	10	13
Thorn barrier[1]	10 ft.	—	—	—	—
Magically treated[2]	—	×2	×2[3]	+10	+20

[1] See the description below for special rules.
[2] These modifiers can be applied to any of the other portal types.
[3] Or an additional 50 hit points, whichever is greater.

Glass Sheet: Because they are fragile, glass doors are not common. When they are crafted, they are generally reinforced magically (see below).

Petrified Wood: This is an uncommon material, but near a petrified forest (see page 30) it can be found in sufficient quantities to use in building. Petrified wood is fairly hard but more brittle than typical building stone.

Salt Slab: Salt is common in many waste environments and, being relatively soft, it is easy to carve. However, it can also be dissolved. Directing a constant blast of water (such as a geyser from a *decanter of endless water*) at a salt door dissolves the mineral, dealing 10 points of damage per minute, which hardness does not reduce. For this reason, salt doors are often reinforced magically.

Sand Heap: A 10-foot-tall pile of sand makes the simplest of barriers, and a remarkably effective one. Digging through the shifting, yielding grains is slow and dangerous work. See Cave-Ins and Collapses, page 66 of the *Dungeon Master's Guide*, for rules on digging through rubble. Within a sand heap, there is also a high risk of a slide; for each minute of digging, make a DC 15 Survival check. On a failure, characters in the slide zone must make successful DC 15 Reflex saves or take 3d6 points of damage and become buried. A buried character takes 1d6 points of nonlethal damage per minute; unconscious characters must make successful DC 15 Constitution checks each minute or take 1d6 points of lethal damage.

Sandstone Slab: Like a salt slab, sandstone is easy to carve and readily available. However, it doesn't hold hinges or pins for long, so this form of portal instead uses ropes or straps of hide to pull it into place. The straps are pulled through to the inside afterward, leaving the slab stuck in the opening. To dislodge the slab requires a DC 20 Strength check.

Stretched Hides: A simple door can be constructed of a wood or bone frame with animal hides stretched across it. Such a door is not effective against intruders but is more than enough to block wind and sand, and to provide privacy.

Thorn Barrier: The indigenous plant life of the waste can make a simple barricade. Thorn bushes, prickly cacti, and sword-leafed grasses impede movement and deal damage to characters attempting to force their way through. Treat this barricade as a 10-foot-thick *wall of thorns* spell (see page 300 of the *Player's Handbook*), except that creatures cannot be caught between the thorns and the wall. Characters with woodland stride or a similar ability can move through the thorns without impairment.

Magically Treated Salt or Glass Doors: Reinforcing magic greatly increases a door's hardness and hit points. It also adds 10 to the break DC, or 20 if the door is locked. A magically treated door also gains a saving throw bonus against spells equal to 2 + 1/2 the caster level of the magical effect, as well as immunity to damage from water. Creating a magically reinforced door requires the Craft Wondrous Item feat and the expenditure of 2,000 gp for each 10-foot-by-10-foot door section.

CORRIDORS

Passageways in waste complexes resemble those in any other dungeon setting, except perhaps for their composition, which might include fused sand, magma, and any other material that forms its walls. Traps—natural, mechanical, and magical—can include deadfalls of sand and rubble, lava flows, slipsand fields and pits, or deadly wasteland magic. See page 63 of the *Dungeon Master's Guide* for more information on dungeon corridors.

ROOMS

Rooms in waste dungeons have walls, floors, and portals made of the same materials described above. The arid, hot environment produces specialized chambers in addition to the normal sorts of rooms.

Ceremonial Chamber: The bhukas (see page 39) believe that they climbed into the world from another world beneath the ground. Their religious observances memorialize this subterranean origin, using deep circular pits with carved and painted walls, and roofed with hides. Such a chamber is cut into the floor of a large public area within the complex. At least one shaman is always in the pit, and during feast days, all of the complex's religious officials are there, along with the adult population of the settlement. These pits are not constructed as traps, but they can contribute to the dungeon's defense, since intruders who are unfamiliar with the complex and the inhabitants' religious practices might stumble into them. Treat this as a 10-foot-deep camouflaged pit trap (see page 70 of the *Dungeon Master's Guide*), but without a trigger or reset.

Cistern: A cistern is a worked or artificial vault for storing water. It might be built from stone bricks or simply carved from the native rock. Cisterns are usually dug into the floor and have heavy lids of stone to prevent evaporation.

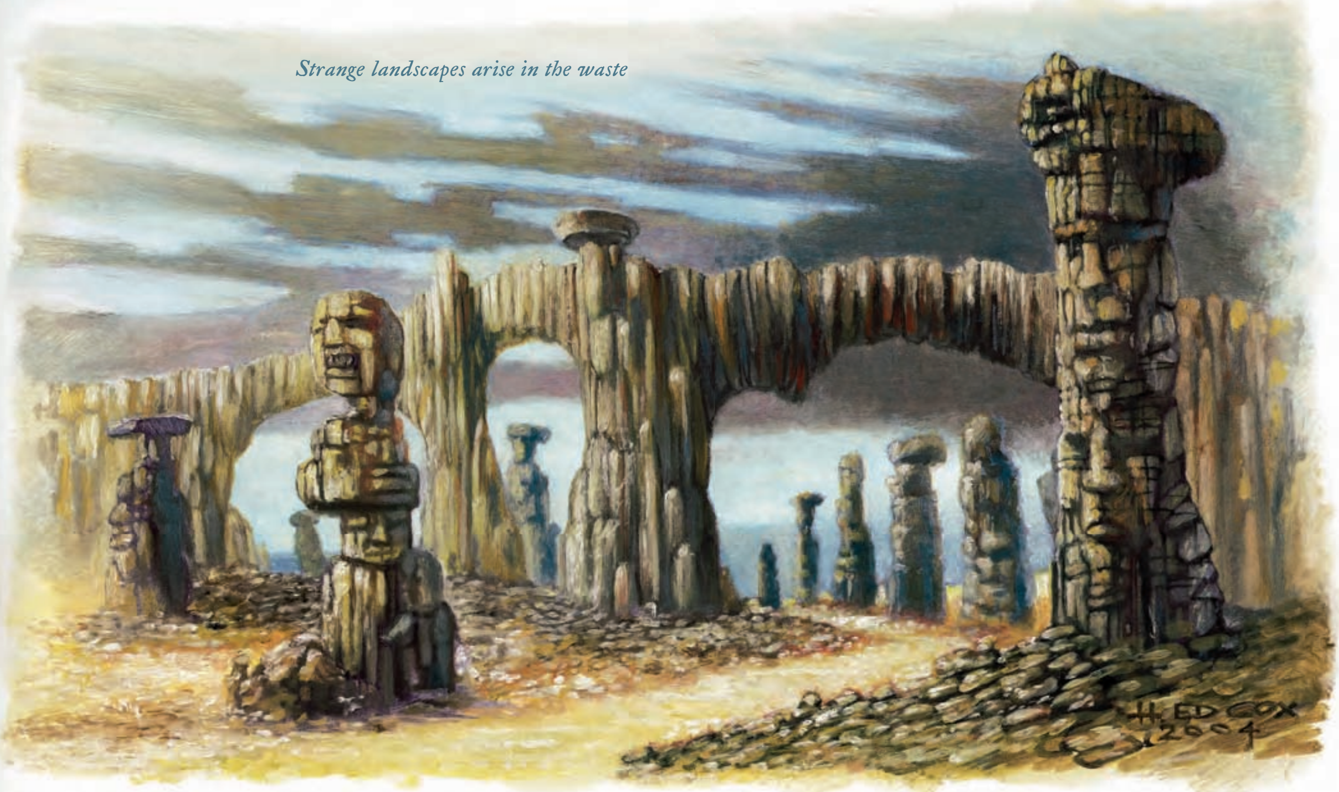
Larder: A salt mine or cave is a natural preservative environment. A dry, sandy cave also keeps food from spoiling. Waste dwellings usually include special excavations dedicated to food preservation. These might be covered pits in the floor or unworked caverns. Larders and wells are usually in the most heavily populated area of the complex.

Wellhead: Protecting scarce water resources is vital in the desert. A cool, deep chamber is the best location for a well, and evaporated water condensing on the walls can be collected so that none goes to waste. This room usually has only one entrance with a door to minimize the loss of water vapor. The well opening itself is a pit that can be hazardous to characters blundering around in the dark.

MISCELLANEOUS FEATURES

Miscellaneous features specific to waste complexes include the following.

Basket Lift: Dwellings on cliffsides or canyon walls are inaccessible without some means of ascent and descent. A basket lift is a harness of ropes around a container of wood, straw, hides, or bones, attached to a long cable of rope or leather. A pulley system allows a single operator to lift the basket's load, though heavier cargo might require mules



Strange landscapes arise in the waste

Illus. by E. Cox

or other livestock to provide power. It is easy to defend a complex whose only access is through such a lift, which can be pulled up quickly into upper chambers and is much lighter than a ladder.

Hidden Cleft: This narrow cleft forms the natural entrance to a dwelling behind a cliff face. From a distance it looks like a crack in the rock wall, and the tight space does not permit more than one creature of Medium or Small size to pass at a time. The access is easily defensible for this reason.

Hoodoos: These weirdly shaped pillars resemble statues that have been shaped by the natural action of wind and water. They are like wide pillars (see page 64 of the *Dungeon Master's Guide*), taking up 1 square and providing total cover. However, their softer material grants them only hardness 7 and 780 hp. Due to their irregular shape, hoodoos are easy to climb, requiring only a DC 15 Climb check to scale.

Hot Springs and Geysers: In an active caldera, the earth's fires heat up water and mud to the boiling point and sometimes beyond, which can form hot springs and even geysers.

Hot Springs: These are often used for bathing or cooking, and some believe their mineral-laden waters have curative properties. A hot spring's temperature can vary from comfortably warm to scalding hot, and immersion in water of unearthly heat deals damage just as boiling water does (see page 303 of the *Dungeon Master's Guide*). Where there is less water, a hot spring might instead be a mud pot, which combines the hazards of quicksand with damage from boiling water. Hot springs often also expel toxic vapors.

Geysers: Water can become superheated, its temperature rising above the boiling point, so that it explodes in a fountain of steam and scalding spray. A geyser might be anything from a small plume to a 100-foot-tall pillar. Geysers are usually periodic, the pressure building to an explosion at regular intervals. Between eruptions, a geyser's blowhole looks like a small crater the edges of which are encrusted with minerals.

Lava Pools and Lakes: The depths of a volcanic complex might contain fissures or exposed magma chambers opening directly onto their hellish contents. A lava pool might have a thin crust of hardened rock on top (supporting varying weights) that prevents someone from plunging into the liquid rock, though the heat is still unearthly.

A 1-inch-thick crust can support up to 50 pounds of weight. Hardened lava 2 to 4 inches thick can handle weight up to 200 pounds.

Natural Bridge: A chunk of sandstone, or even another soft material such as salt, is sometimes eroded by wind or a long-ago water flow to form a natural arch. Such a bridge is narrow, requiring a Balance check to cross (DC dependent on width; see the Balance skill description, page 67 of the *Player's Handbook*). In addition, the arch has an uneven surface that makes footing treacherous, making it impossible to run or charge across a natural bridge. The DCs for Balance and Tumble checks increase by 5.

Illus. by C. Lukacs

Though waste environments are deadly, life has a way of adapting. Moreover, intelligent life has the ability to develop tools that allow it to carve a niche for itself. If it's a choice between adaptation and death, bet on adaptation. The most inhospitable desert has its oases, hidden homes, and sandy cities.

Those who live in the waste must be tougher than common folk. They must survive daily rigors that include searing heat and blasting sandstorms. Thousands of years of existence in such conditions have led to entirely new forms of life that are equipped to handle the worst the waste can throw their way.

This chapter examines the skills and talents of those who call the waste home, both those who have adapted from other climates and those who have always known the sand.

LIFE IN THE WASTE

Living things in the arid waste cannot survive for long unless they learn to adjust to the extreme heat and scarcity of water. Many native races, over many generations, develop hereditary traits that enable them to adapt permanently. All waste-dwellers, whether natives or newcomers, face challenges unlike those found in any other clime.

SURCEASE FROM HEAT

The greatest threat to life—and the root of nearly all other threats in the waste—is the heat. A member of a native race might have extraordinary or supernatural resistance to excessive heat, and the average humanoid might develop a tolerance for the overwhelming high temperature of a perpetually arid environment after months or years of habitation. More often, clothing and other equipment is necessary for survival—loose, flowing robes are common. Such garb keeps sand and grit out while simultaneously preventing excessive perspiration, and thus, loss of precious bodily fluids. Time-tested techniques for locating potable liquids, even in subsistence quantities, ensure that a waste-dweller can survive everyday challenges.

Individuals with a great deal of money or magical talent can further guarantee their survival with spells or magic items. Spells such as *endure elements*, *resist energy*, and *protection from energy*—or items that provide those effects—are common among wasteland spellcasters and their allies. Those with the wherewithal and desire can obtain enduring protection from heat in the form of the *cloak of shade* spell (see page 112).

WATER, FOOD, AND SETTLEMENT

The high temperature of the waste leads directly to the second most common threat: thirst. Moisture evaporates more rapidly in arid environments, meaning that traditional sources of fresh water—rivers, lakes, and streams—are rare at best, and sometimes entirely nonexistent. Water that can be found is sometimes contaminated by salts or mineral deposits. Consequently, living creatures that are water-efficient survive longer in the waste, while those that need large amounts of moisture die out.

The lack of water leads, in turn, to a smaller number of game animals and less edible flora. Areas with a fair amount of moisture in the soil—such as in valleys—are often arable. These regions produce crops of fruit, grain, and vegetables, particularly those hardy enough to thrive on less water than their counterparts in temperate zones need.

The presence of water and arable land, along with the specifics of the local terrain, determines whether people in the waste establish permanent settlements or opt for a more nomadic existence. Villages only appear and persist where locals have access to a supply of water and suitable land for farming and grazing. Communities can only grow into towns and cities if the water and land can support such populations. While this fact is true of any settlement, it is especially important for areas in which failure of a single crop, or one dry well, can spell doom for the entire town.

Nomads, on the other hand, take advantage of their mobility to ensure that they are never more than a few days' travel from food and water. They remain mobile by carrying only what they need and by adjusting to the rules of the waste, rather than trying to apply their own rules to an environment that can hardly be described as accommodating. As a result, nomads in the waste possess only what they and their pack animals can carry, living in light but sturdy tents, sleeping with little more than a single mat between them and the ground, and always conserving supplies. The next source of food or water might be depleted, and the price of survival is a few more days of travel.

Although this all paints a picture of a civilization constantly on the edge of extinction, most waste-dwellers survive and even thrive. Food is plentiful for a small population, if one knows where to find it. Fruit, plant matter, and most animals (even those of the monstrous variety) are edible. Some areas provide land for crops, while others support raising livestock. Wise villagers or nomads always set aside stores of food and water for those unpredictable times when the environment is particularly unforgiving.

It could be said that only those who are unprepared for the rigors of the waste are those who truly need to fear for their survival. Being ready for emergencies is the main key to continued existence, whether one does so by careful management of resources or by the auspices of a divine spellcaster. Most waste-dwellers use both methods, combining judicious stores with access to spells that generate sustenance, such as *create food and water*, or that make full use of existing sources, such as *plant growth* or *purify food and drink*.

TRAVEL

Transportation in the waste, when it's not on foot, is almost entirely provided by animals. Wagons and carts are fine in the cities, where one can rely on solid footing, but a conveyance that is a tremendous convenience in settled areas can be a complete nuisance in the wild. A cart can have a difficult time traversing terrain that a horse or camel can negotiate with ease.

For truly heavy loads, the most popular form of nonmagical transport—when waterways are not an option—is the sledge (see page 104). This vessel is far more suitable for smooth terrain than for rocks and hills, however. A step up from the sledge is the frame wheel (see page 104), which is a massive wheel built around a heavy object, so that the object itself acts as an axle. While efficient for a specific job, the frame wheel suffers from the problem that it usually must be custom-built around each load, making for longer assembly times at the point of departure. Like a sledge, a frame wheel can be difficult to maneuver over rough terrain, though it usually fares better.

A few waste-dwelling cultures have developed other means of transport, but they are usually specific to a certain type of terrain. Those who live among the dunes sometimes employ the sand skiff (see page 104), in which a lightweight framework is mounted on smooth runners and propelled by wind power. Relatively easy to construct, sand skiffs are rarely considered much more than a diversion, because they operate only on sand, rely on the wind to move, carry very little, and require an experienced pilot. Even so, where the winds are strong year round, and the smooth sands stretch as far as the eye can see, sand skiffs are not only the favored transportation, but also models for the capacious sand schooners and sand galleys (see page 104).

COURTESY

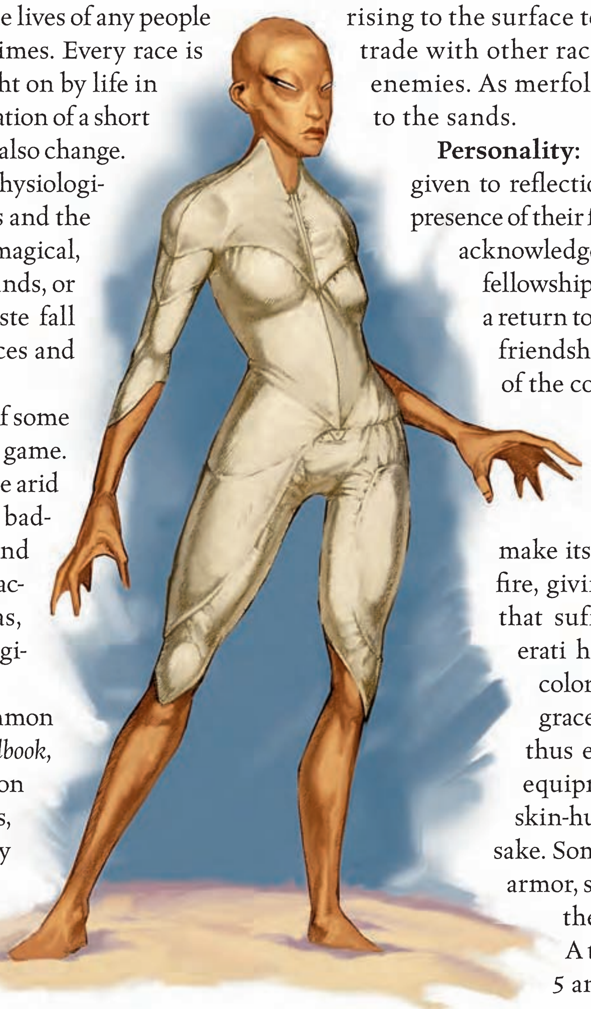
Many who live in the waste, no matter what race, are polite almost to a fault, seeing the hostile environment as a common foe for all beings to strive against together. Simple hospitality, such as the sharing of food and water, has a great deal of ceremony and unspoken understanding involved. Common courtesies become formalized, so that no confusion occurs. While no one wishes to let someone die of thirst or starvation, every additional person puts more strain on a community's resources. For this reason, many nomad tribes have no compunctions about leaving to his fate someone already rendered unconscious by heat and thirst. Such a person requires many days' worth of provisions to nurse back to health, and who is to say whether someone found abandoned to the elements deserves all that care? Obviously, each race puts its own individual twist on this philosophy.

RACES OF THE WASTE

The waste forces adjustment in the lives of any people who dare settle its forbidding climes. Every race is affected by social changes brought on by life in the waste, even if only for the duration of a short stay. The bodies of waste-dwellers also change. Most of the time this change is physiological, as with the badlands dwarves and the painted elves, but sometimes it's magical, as with the half-orcs of the scablands, or "scab-orcs." The races of the waste fall into two broad groups: native races and settler races.

Native races include subraces of some of the common races of the D&D game. These subraces have adapted to the arid environment—in this case, the badlands dwarves, painted elves, and scab-orcs. In addition, two new races, the asheratis and the bhukas, have their own cultural and ecological niches in the wastes.

Settler races include all the common races described in the *Player's Handbook*, as well as some of the more common evil humanoids, such as hobgoblins, bugbears, and gnolls. While they lack the special adaptations of native races, these people either have overcome their disadvantages (whether through magic or ingenuity) or are simply too stubborn to leave. What keeps them around might be the promise of easy prey among the subsistence communities of native races, some special resource that they particularly prize, or merely the protection provided by the remoteness of the locale, but the settler races have come to stay, and they aren't likely to be dissuaded by an occasional setback.



An asherati

Illus. by M Cavotta

ASHERATIS

An asherati might be mistaken for a thin human under some circumstances—at least until the asherati's rust-red skin begins to glow with a light all its own, or until he dives headlong into the nearest sand dune, disappearing without a trace.

Asheratis are a geographically established people who live below the sands and dusts of suitable wastelands, rising to the surface to hunt for food, socialize and trade with other races, and make war upon their enemies. As merfolk are to the sea, asheratis are to the sands.

Personality: Asheratis are a quiet people, given to reflection and long retreats from the presence of their fellows. However, every asherati acknowledges the value of community and fellowship, and each retreat is followed by a return to a sand-shrouded village where friendships are renewed and the needs of the community are met.

Physical Description: An asherati appears as a humanoid with smooth skin the color of rust. An asherati can make its skin glow as if with an inner fire, giving off a piercing illumination that suffuses through sand. An asherati has no body hair and eyes the color of ivory. The lithe asherati is a graceful swimmer of the dunes, and thus eschews excessive clothing or equipment, wearing only minimal, skin-hugging garments for modesty's sake. Some asheratis wear tight leather armor, streamlined so as not to hinder their progress through the sands.

A typical asherati stands between 5 and 6 feet tall and weighs about 170 pounds.

Relations: Asheratis delight when nomads, caravans, or travelers of almost any race appear in the sands above their homes—by day, asherati merchants

Table 2–1: Racial Ability Adjustments

Race	Type	LA	Ability Adjustments	Favored Class	Automatic Languages
Asherati	Humanoid	+0	None	Rogue	Asherati, Common
Bhuka	Humanoid	+0	–2 Str, +2 Dex	Druid	Bhuka, Common
Dwarf, badlands	Humanoid	+0	+2 Con, –2 Cha	Fighter	Common, Dwarven
Elf, Painted	Humanoid	+0	+2 Dex, –2 Int	Druid	Common, Elven
Half-orc, scablands	Humanoid	+0	+2 Str, –2 Int, –2 Cha	Barbarian	Common, Orc

trade their wares, while at night, asherati rogues silently ascend and try their hands at pilfering. Trade continues despite this behavior, because no one can come close to replicating the delicate asherati sand sculptures (see page 101), which can fetch large prices in cities far from the desert.

Asheratis tolerate other established races of the wastes, grudgingly admitting that each has found a niche. The asheratis live below the sand and the other races above. Still, sometimes conflict erupts or potential feuds smolder just below the surface.

It is not unknown for caravans moving through the desert to hire an asherati or two to act as guides and scouts. Especially adventurous asheratis have left the wastes entirely, seeking their fortunes in completely alien lands.

Alignment: Asheratis share a common concern for one another's welfare and are, therefore, good. Observing no specific rules when it comes to behavior, and having a proclivity toward thievery, asheratis are usually chaotic.

Asherati Lands: The trackless, changing waste seems an inhospitable location to claim, with the burning sun by day and frigid cold at night. That's why asheratis claim the lands below, living beneath the sand as if it were water. Under the cover of sand are their homes, communities, and even a few great cities of striking architecture. The interior of every buried building is hollow; the air is clear, and asheratis live in a way not unlike that of common humans. Cleverly constructed "sandlocks" in the floors of their homes allow asheratis to move into and out of buried buildings without disrupting the equilibrium between sand and open space.

In asherati cities, families hold the power. Powerful, wealthy, and well-respected families are responsible for the outlook of the local populace, and are referred to as the First Families. The First Families share power in a council, and truly great families are sometimes important in more than one village. Since family is such an important aspect of asherati social life, bad behavior on the part of a single family is often tolerated for far longer than in most other civilizations.

Far-flung asherati towns are usually made up of just two or three families, all working together to build their community. Usually such colonies are built to expand trade. Others are secretly established in sandy areas that abut more temperate regions to serve as a base for larceny.

Religion: Many asheratis give homage to Solanil (see page 46), whom they view as responsible for building the first sand city to shelter the asheratis when they arrived in the wasteland. Particularly zealous asherati worshipers see themselves as the "seeds" that the deity has planted, just as she encourages the planting of seeds so there will be more food in the waste.

Language: Asheratis speak their own language and Common.

Names: Asheratis have given names and family names.

Male Names: Amhapar, Het, Iputhut, Iu-same, Khankhe, Menefer, M'ut, Nament, Tauah.

Female Names: Abesukh, Aned, Ankheru, Djede, Kher-ra, Nemenmo, Reht, Shis.

Family Names: Ambera, Atinani, Faihayl, Habah, Huridah, Imtimah, Manah, Nadeeha, Najeema, Nazihar, Nimah, Rawthay, Reedayl.

Adventurers: Every asherati has some measure of adventurous spirit, no matter how deeply hidden. It would be hard to name an asherati who did not try his hand at a minor bit of thievery for the fun and excitement such behavior promises. It is not unheard of to find full-time asherati adventurers, though such folk usually leave the sands of their birth far behind, finding noble quests in the far corners of the world.

Asherati Racial Traits

- Medium: As Medium creatures, asheratis have no special bonuses or penalties due to size.
- Asherati base land speed is 30 feet.
- +1 Natural Armor: An asherati's skin is thick, so it can stand up to the scrape of sand.
- Natural Dryness (Ex): Asheratis drink water, but they are very dry creatures. To survive, they need to drink only one-quarter the amount of water per day that humanoids of their size normally require.
- Sandswim (Su): As a merfolk is to the sea, an asherati is to sand, ash, dust, and even softsand (but not slipsand, packed dirt, or rock). An asherati can sandswim through such materials at his land speed while wearing light armor or carrying a light load. His speed drops to 5 feet if an asherati wears heavier armor or carries a medium load. An asherati cannot make any headway through the sand while carrying a heavy load.

  An asherati breathes normally while under the sands. This supernatural ability doesn't allow an asherati to breath in mediums other than sand, dust, or ash, nor does it allow an asherati to hold its breath longer than normal in water or dangerous gases.
- Body Lamp (Su): An asherati can make his skin glow at will, providing bright light out to 60 feet and shadowy illumination out to 120 feet. In a medium of loose soil, such as sand, dust, or ash, a peculiar quality of the light allows an asherati to make out solid objects up to 60 feet away. Under the sand, this light is sufficient for navigation and general identification of objects, but not for reading, recognizing individuals, or other similar feats of finer perception. This ability does not allow an asherati to see invisible creatures or creatures with concealment more easily than normal. Other creatures in the sand with an asherati do not

gain this special sight, but they can see the sand take on a warm, orange glow.

Once per day, as a free action, an asherati can bring his skin up to full brilliance so rapidly that it can dazzle all creatures within 30 feet for 1 minute. Creatures can avoid this effect with a successful Fortitude save (DC 10 + 1/2 the asherati's character level + his Cha modifier).

- Heat Endurance: Asheratis gain Heat Endurance (see page 50) as a bonus feat.
- Weapon Familiarity: Asheratis treat the eagle's claw (see page 96) as a martial weapon rather than an exotic weapon.
- +2 racial bonus on Move Silently and Hide checks (an asherati cannot Hide while his skin glows). If in a sandy area, an asherati receives an additional +2 racial bonus on Hide checks.
- Water Vulnerability: Asheratis hate being too wet, and their dry bodies absorb water rapidly when they are submerged. If completely wet, an asherati takes a –1 penalty on all attack rolls, ability checks, and skill checks. If an asherati is immersed in water, he cannot hold his breath and must immediately begin making Constitution checks to avoid drowning (see page 304 of the *Dungeon Master's Guide*).
- Automatic Languages: Asherati, Common. Bonus Languages: Bhuka, Goblin, Giant.
- Favored Class: Rogue. A multiclass asherati's rogue class does not count when determining whether he takes an experience point penalty for multiclassing.
- Level adjustment +0.

BHUKAS

The bhukas are an offshoot of the goblinoid people and claim to be descended from the first inhabitants of the world. They are consummate survivors of the waste, having a talent for finding water and many physical adaptations that allow them to function in a harsh environment. Their culture celebrates and preserves ancestral ways of living.

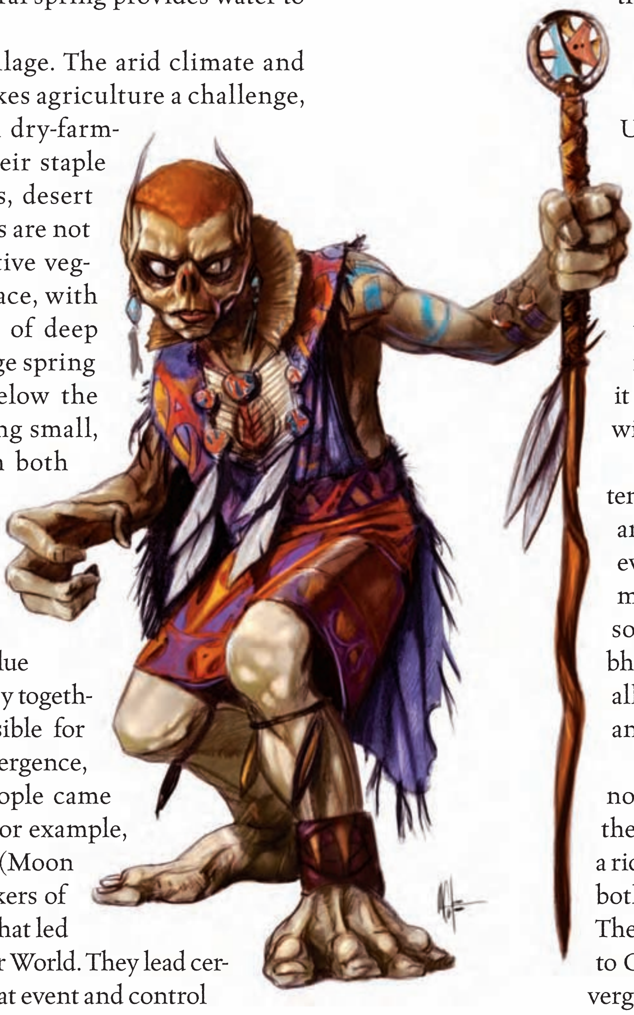
Personality: Although theirs is not a technologically advanced society, bhukas are a sophisticated people with highly developed art and social organization. They are not warlike, so they have learned to avoid conflict by the simple method of not being seen. A bhuka never approaches strangers but observes from hiding as long as possible while gauging the newcomers' intent. Even if she does make contact, a bhuka reveals nothing of her kin or settlement and is very cautious in her dealings. Within their own society, bhukas form strong bonds in extended families and cement the community as a whole through rituals and storytelling.

Physical Description: Bhukas are slightly built, with sand-colored skin and brick-red, tightly curled hair. They have little facial or body hair. Their large ears, networked with veins, fold flat against the head to retain heat in the cold desert night and keep out blowing sand. A frill of skin about the neck contains numerous spines that can lift the frill and raise it for cooling. The face of a bhuka is flat, with slitlike nostrils protected by flaps of skin. A bhuka's eyes have long lashes to keep out sand and dust, and the skin surrounding them is darker than the rest of the face, giving a bhuka the appearance of wearing a mask. Bhukas have wide, splayed feet that help them move easily over sand, and they do not wear shoes. Body paint is used to signify social position and ranges from a simple stripe on a low-ranking youth's neck frill to an elaborate pattern of spots, stripes, and whorls covering the arms and upper body of a matriarch. Clothing is flowing and light, woven from desert grasses using ancient techniques that make the garb excellent protection from heat. A typical bhuka stands between 4 and 5 feet tall and rarely weighs more than 90 pounds.

Relations: From the beginning of their history, bhukas have been a gentle people of whom others have taken advantage. When the first people emerged from the Lower World, bhukas were the last to choose their home and thus had to adapt to the harsh waste. The cruder goblinoid races deride them as weak, while the traditional enemies of goblins (such as badland dwarves and painted elves) are more likely to engage a bhuka on friendly terms. Warlike people of the waste have driven bhukas away from fertile regions, forcing them into an ever-smaller and less hospitable territory. Yet this form of exile is a source of strength for the bhukas, who take pride in their ability to flourish even under such conditions. Bhukas are not cowards—push too hard, and they reveal a toughness bred of burning sun and baked earth. The bhuka people have a longstanding trade relationship with the crucians (see page 144), exchanging food, art objects, and dyes for tools and other worked items. Asheratis are unnerving to bhukas. The asheratis' presence below the sand is disturbing to a bhuka's perception of reality and challenges his standing in the hierarchy of the waste.

Alignment: A complex system of community relationships holds a bhuka village together. Respect for superiors and the need to contribute to the common good is drilled into every member of the society, and those who do not adhere become outcasts. Bhuka society is lawful, with most individuals tending toward good.

Bhuka Lands: Bhukas form extended family groups, called phratries, consisting of several clans related by origin. Each phratry claims ancestry from one couple who emerged from the Lower World at the beginning of history and is responsible for maintaining a particular tradition of the people. Young adults of a given phratry cannot marry within any of its clans, which means they must wed someone from another village; the new family may settle with either parent clan. Bhukas inhabit adobe or sandstone dwellings built into and against cliffs or dug into the upper levels of desert canyons. Each family has its own home, with a terrace built under it to allow drying of food, space for sitting and talking, and access to other houses. The entrance to a house is well above ground level as a defense against invaders—access is by ladders or rope lifts. A central spring provides water to the community.


A bhuka elder

Illus. by M. Cotie

Farms surround each village. The arid climate and hard earth of the waste makes agriculture a challenge, but bhukas use traditional dry-farming techniques to grow their staple foods of beans, sunflowers, desert grasses, and corn. The fields are not plowed. Instead, tough native vegetation holds the soil in place, with the crops planted in rows of deep holes. Sometimes, the village spring irrigates a terrace built below the house entrances for growing small, tough melons that furnish both food and containers. Bhukas supplement their diet with wild plants such as cactus pads, fruits, and the meat of small animals.

Religion: Religion is the glue that holds a bhuka community together. Each phratry is responsible for protecting a relic of the Emergence, the time when the first people came out from under the earth. For example, members of the Wokuhoo (Moon Owl) phratry are the caretakers of the Talon, a relic of the bird that led their ancestors into the Upper World. They lead ceremonies commemorating that event and control imagery that appears in sacred art relating to it.

Bhuka society is matriarchal, each village headed by a Grandmother who presides over a council of male and female elders. The Lower World from which the people surfaced is known as the Second Womb, where the mother deity, Kikanuti, nurtured them and taught them until they were ready to emerge. (The more savage goblinoids, they believe, are not yet mature and must stay beneath the earth.) The Grandmother is the village's link to Kikanuti and presides over important ceremonies.

Each bhuka village has a ceremonial pit, dug into a courtyard or sacred cave and covered with a lid of painted hides. The walls are carved with traditional symbols that depict the Emergence and subsequent migrations of the people, as well as images of friendly spirits, important landmarks, and food animals and plants. The most solemn rituals take place in these pits, which recall the dark world beneath the ground from which the bhukas emerged. Outsiders are strictly forbidden from entering sacred pits, and only adult members of the community participate in the rites. The village pit is also where coming-of-age rituals are held. Village festivals celebrating the harvest, weddings, and changes of season take place in the common area rather than the pit, and are occasions for feasting, song, and dance.

The bhukas believe that Kikanuti still guides them in the Upper World by sending them her spirit children to dwell among the villages. These spirits are embodied in ritual masks, which clan elders don for festival dances at specified times of the year. A mask's spirit possesses the dancer wearing it and is honored by the villagers with feasting and prayers.

Bhukas acknowledge the existence of hostile deities of the waste and take care not to offend them, even holding an annual appeasement ceremony at the winter solstice. Unfortunately for the bhukas, this practice does not usually deter the warlike followers of antagonistic deities.

Language: The bhukas do not have a literate society. All their lore is oral, supplemented by a rich library of symbols that adorn both artistic and everyday objects. Their language is distantly related to Goblin, but the two tongues diverged so long ago that most other goblinoids cannot understand Bhuka. The isolated bhuka society offers little reason for its members to learn Common, but many bhukas speak Draconic due to their trading relationship with the crucians.

Names: Bhuka names are long and carry much meaning, but they retain the harsh syllables of the Goblin tongue. A typical bhuka has a given name, followed by the name of the mother's clan (preceded by *kha*, or "born of"), and the clan into which he or she has married (preceded by *gi*). Children receive a pet name until they come of age and choose a name that describes their personality.

Male Given Names: Aghila'ak (Runs Like Lizard), Cochik'ukan (Eyes of Sunhawk), Gistik'uwa (High-Kick Dancer), Kotigana (Ears of Hare), Niskigan (Snake Fang), Piklit'akit (Jumping Mouse Grace), Takigini (Speaks with Force), Wikitagan (Flight of Swallow).

Female Given Names: Chinkichu (Basket of Corn), Hintak'inai (Painted Frill), Kekkoti (Little Ear), Lakinigo (Slow Smile), Namatagi'na (Sings with Paint), Stikuchi (Dancing Mother), Takihoti (Speaks with Wisdom), Yukaki'na (Leader of Songs).

Clan Names: Clans carry the name of a totem spirit or relic of the Emergence. Examples: Chikuk (Sunhawk), Kekkinna (Ear of Corn), Kichu (Basket), Niski (Rattlesnake), Pitlitak (Jumping Mouse), Wiki'i (Swallow), Wokuhoo (Moon Owl).

Adventurers: The tight-knit, agrarian community of the bhukas does not often produce wanderers, but their ancient migrations are still a part of the race's memory. Some individuals are born with the wind in their souls, as the bhukas say, and are thought to be the incarnations of spirit children. These bhukas become ambassadors, traveling between the scattered villages with messages and gifts, and lead the trade expeditions to the lands of the crucians. Those in whom the wind blows more strongly embark on solitary travels, perhaps to see where the other children of Kikanuti have gone, or simply to follow their hearts. Such individuals might join with other travelers who earn their trust.

Outcast bhukas also rove the waste. These are usually bitter, selfish beings who do not form groups. Sometimes a wanderer yearns to belong, though, and might find a sense of community among other races.

Bhuka Racial Traits

- –2 Strength, +2 Dexterity. Bhukas have a delicate build, but they are agile.
- Medium: As Medium creatures, bhukas have no special bonuses or penalties due to their size.
- Bhuka base land speed is 30 feet.
- Sure Feet (Ex): Bhukas have broad feat and splayed toes that help them travel easily over sand and similar loose surfaces. They treat shallow sand as normal terrain and deep sand as shallow sand. See Sand Travel, page 18, for descriptions of shallow and deep sand.
- Glare Resistance (Ex): Dark skin and long lashes around the eyes protect bhukas from sun glare (see page 18), so these creatures are never dazzled by bright sun.
- Water Sense (Ex): Bhukas have the innate ability to detect a source of drinkable water within a distance of 100 feet. Doing this requires a Survival check; the DC depends on the depth below ground of the water source, according to the following table.

Water Depth	Survival DC
0 feet (on the surface)	10
10 feet or less	12
11–20 feet	15
21–40 feet	20
41–70 feet	25
71–100 feet	30

- +2 racial bonus on Constitution checks or Fortitude saves to resist harmful effects from heat and dehydration. Bhukas are toughened to the rigors of waste life.
- +2 racial bonus on Knowledge (nature) checks. Knowledge (nature) is always a class skill for bhukas.
- Heat Endurance: Bhukas gain Heat Endurance (see page 50) as a bonus feat.
- Automatic Languages: Bhuka and Common. Bonus Languages: Draconic and Goblin.
- Favored Class: Druid. A multiclass bhuka's druid class does not count when determining whether she takes an experience point penalty for multiclassing.
- Level adjustment +0.

HUMANS

Humans are the most common waste-dwellers, despite the fact that they have no biological adaptations to help them survive. They usually fall into one of four social groups: plains folk, mountain folk, badlands barbarians, or desert nomads.

Plains folk are widely considered the most civilized of the human people in the waste, primarily because they live in permanent communities. They dwell in commercial centers varying in size from villages to cities, where merchant caravans and nomad tribes come to buy, sell, and trade. All manner of goods pass through these settlements, from precious metals and gemstones to grains, dried fruits, and spices. When these towns are built on the coasts or along larger waterways, they are even more profitable, allowing for the import and export of goods to and from the more remote parts of the waste.

Despite their enlightened views on commerce and civilization, the plains folk are not always held in high regard by their neighbors. Because the plains folk rely on trade and shipping to maintain (and expand) their cities, they tend to enforce their civilization on anyone within reach—and their reach extends a little farther each year. When commerce falters, the imperialistic plains folk send envoys to make trade pacts with other communities—generally to the benefit of the plains folk and to the ultimate detriment of their partners. When those trade pacts fail, the plains folk frequently send armies to take that which they could not gain through bargaining.

Mountain folk can be just as warlike as plains folk, but they build their settlements in such remote locations that the larger concept of civilization is lost on them. They simply don't have enough resources to expand, making their homes in the high valleys and plateaus of the mountain ranges that cross the wastes, where a stream might only be a trickle. The mountain folk establish their villages around these meager sources of water, diverting some small amount to their fields and pastures. The strong supplement the community's provisions through hunting, and the weaker members of the community use their spare time to gather the occasional basketful of wild berries. The more aggressive mountain folk sometimes send raiding parties into the lowlands, secure in the knowledge that only the most persistent and vengeful will venture up the narrow mountain trails in pursuit. Even then, it takes a highly skilled tracker to discern exactly which community produced the raiding party.

Badlands barbarians are tribal folk who make their homes in and among the badlands, taking advantage of the cooler air afforded by cave dwellings—even if they must create artificial caves. Frequently built around subterranean water sources, the cliff dwellings of badlands barbarians are elaborate affairs, made of dried mud and connected by complicated networks of narrow stairs and wooden ladders. These cliffside domiciles are seasonal in nature. The entire tribe makes two or three yearly migrations to similar cliff dwellings in other parts of the badlands, usually following the movements of their preferred herd animals.

Badlands barbarians engage in frequent trading with permanent communities in the mountains and the plains, obtaining what they cannot construct themselves. While essentially peaceful people, badlands barbarians are fiercely protective of their herds and their homes, and they can be intolerant of the slightest threat to either.

Desert nomads are humans who have most thoroughly adapted to the waste-dwelling life. Proud and rugged, they live in the harshest parts of the waste, surviving on what they can gather and trade for. Forged metals are beyond their abilities, for example, requiring tools too heavy to carry and too costly (in terms of fuel) to operate. Ingenuity sees them through—desert nomads are quite adept at constructing the tools and weapons they need out of whatever is at hand.

Desert nomads are also the only people of the waste who subsist almost entirely on hunting and gathering. They cultivate no crops. Raiding sometimes gets them what they want, and they have the safety of the vast deserts to protect them when their victims seek vengeance. However, their lifestyle also provides an effective limit on the size of their tribes—most nomads travel in small family groups and are largely disinterested in taking what doesn't belong to them.

Desert nomads can travel for weeks or even months without seeing another person, so maintaining good relations with those they do encounter is often a high priority. Trade isn't absolutely necessary for desert nomads to survive, but it does sometimes give them access to equipment. They especially prize gear that might enable them to travel a bit faster or to carry supplies they might otherwise leave behind.

DWARVES

Few dwarves enjoy the climate and terrain of the waste. Mountains are somewhat rare, and few of those that do exist yield up the kinds of treasures that prompt dwarves to establish permanent settlements. That leaves dwarves with the option of living in surface dwellings or avoiding the waste altogether—and most take the latter option. Even so, the occasional caravan of dwarves makes an appearance at a major community in the waste, often bearing treasures brought from distant mountain citadels in temperate climes.

Badlands Dwarves

Some dwarves have made their homes in the badlands of the wastes, where they dig for an entirely different type of treasure—water. Because badlands are usually formed by water erosion, deposits of water sometimes form deep below the surface in quantities that can sustain a settlement for years. In some rare cases, badlands dwarves tap into subterranean rivers, making their communities attractive stops for merchant caravans and nomad tribes alike.

Badlands dwarves are identical to the dwarves detailed in the *Player's Handbook*, except as noted below.

- Waterwise: Badlands dwarves gain a +2 racial bonus on Survival checks to find water, and a +2 racial bonus on Search checks to locate architectural and natural features that involve water. This ability works on pipes and sluices, traps that use water or other liquids, and natural or supernatural hazards involving water. A badlands dwarf who merely comes within 10 feet of an unusual water-related construction or hazard can make a Search check as if he were actively searching, and a badlands dwarf can use Search to find water-based traps as a rogue can. This racial trait replaces the standard dwarf's stonecunning ability.
- A badlands dwarf can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst (see Dehydration, page 15).
- Badlands dwarves do not gain the standard dwarf's +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- Heat Endurance: Badlands dwarves gain Heat Endurance (see page 50) as a bonus feat.

ELVES

The average elf sees little reason to take up permanent residence in the "lifeless" waste and avoids traveling in such terrain whenever possible. In some elf communities bordering the waste, being banished to its arid expanses is tantamount to a death sentence. Magic can sustain an elf from heat and the effects of thirst, but most elves feel that using magic for survival shouldn't have to be a daily exercise.

Painted Elves

More closely related to wild elves than high elves, painted elves commonly dwell in petrified forests—which in ages past, they claim, were their ancestral homes. The painted elves take their name from the nature of the wastes in which they dwell, but also from their habit of camouflaging themselves with pigments derived from the mineral deposits found in such places. Though they rarely see visitors—since painted deserts and petrified forests offer little in the way of treasure—painted elves are extremely distrustful of outsiders, and can turn on guests at the slightest provocation.

Painted elves are in most regards identical to wild elves, as outlined in the *Monster Manual* (which in turn are based on the high elf detailed in the *Player's Handbook*). The exceptions to the standard *Player's Handbook* elf are summarized below:

- +2 Dexterity, –2 Intelligence: Painted elves are every bit as graceful and agile as high elves, but they are a bit more limited in their understanding of the world around them, having experience with little more than their own petrified domains.
- Favored Class: Druid. A multiclass painted elf's druid class does not count when determining whether he takes an experience point penalty for multiclassing.

GNOMES

Gnomes are a rare race in that they enjoy the prospect of experiencing new natural environments, from frozen tundra to burning wastes. The gnomes see a great deal of beauty in the desert, particularly in the glittering stars revealed in the night sky, and often construct their homes to include a comfortable place from which to view the heavens at night. Their facility with magic, coupled with their high Constitution scores, ensures that gnomes can endure nearly any challenge the waste throws at them.

HALF-ELVES

Half-elves are found in most human settlements, and human settlements in the waste are no exception. Surprisingly few are descended from painted elves, however. Painted elves consider half-breed children to be aberrations and usually abandon them to the mercies of the waste, lest they bring misfortune on the tribe.

The majority of half-elves encountered in the waste are either exiles or outcasts. Some band together in nomad tribes, but the majority prefer a settled life and find their ways to the waste's various villages and cities. Rural communities find them intriguing and even exotic, though sophisticated settlements rarely give them more than a casual glance.

HALF-ORCS

Orcs seem capable of thriving in any climate, though it might be more accurate to say that they have few problems adapting to wherever they are forced to live. Half-orcs are found in nearly every terrain the waste has to offer, and are particularly common in the mountains and deserts. Indeed, many bands of mountain raiders are composed of half-orcs, and half-orc nomads are the most eager of all nomads in the waste to raid other camps for supplies.

Scablands Half-Orcs

Because of their reputation among the more civilized folk of the waste, half-orcs are often barred from trading, which forces them to make do with whatever tools and weapons they can construct for themselves. This draws many half-orcs to the scablands, where the razor rocks make for excellent axe blades and armor spikes. These half-orcs have come to be known as scab-orcs.

Scab-orcs are identical to the half-orcs detailed in the *Player's Handbook*, except as noted below.

- Scab-orcs have low-light vision rather than darkvision.
- A scab-orc can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst (see Dehydration, page 15).
- Heat Endurance: Scab-orcs gain Heat Endurance (see page 50) as a bonus feat.

HALFLINGS

Halflings find it easy to adapt to life in the waste, and nomadic halfling tribes wander the desert with complete aplomb. Their size makes them particularly suited to traveling light, allowing them to stretch supplies farther. Of course, with their love of luxury, halflings can't resist using space for items other races would consider superfluous or even extravagant.

AGE, HEIGHT, AND WEIGHT

The details of your character's age, gender, height, weight, and appearance are up to you. However, if you prefer some rough guidelines in determining these details, refer to Tables 2–2, 2–3, and 2–4.

Character Age

Your character's age is determined by your choice of race and class, as summed up on Table 2–2: Random Starting Ages.

Table 2–2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Asherati	20 years	+1d4	+1d6	+2d6
Bhuka	14 years	+1d4	+2d4	+3d6

As your character ages, his or her physical ability scores change, as described on page 109 of the *Player's Handbook.*

Table 2–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Asherati	45 yrs.	62 yrs.	89 yrs.	+3d10 yrs.
Bhuka	25 yrs.	37 yrs.	49 yrs.	+2d10 yrs.

[1] –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
[2] –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
[3] –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Height and Weight

Choose your character's height and weight from the ranges mentioned in the racial description, or roll randomly on Table 2–4: Random Height and Weight. The information given here supplements the information on page 109 of the *Player's Handbook.*

Table 2–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Asherati, male	5′	+2d10	70 lb.	×(2d4) lb.
Asherati, female	4′9″	+2d10	65 lb.	×(2d4) lb.
Bhuka, male	4′	+2d10	30 lb.	×(1d4) lb.
Bhuka, female	3′9″	+2d10	25 lb.	×(2d4) lb.

Illus. by E. Cox

CHARACTER CLASSES IN THE WASTE

Due to the unique nature of the waste environment, many of the character classes from the *Player's Handbook* have additional options open to them. This section presents options for, or variants on, most of the standard eleven classes. Characters who take the elective variant version of the barbarian, druid, and ranger give up some of the features of their standard class in exchange for others more suited to the wastes.

BARBARIAN

Barbarians are common in the waste, where survival often comes down to having a few basic skills and the ability to outrun or outfight predators. In very few waste locales is any kind of law enforced—aside from tribal codes and customs—so barbarians are perfectly at home. This variant barbarian gains all the class features of the standard barbarian, except as noted below.

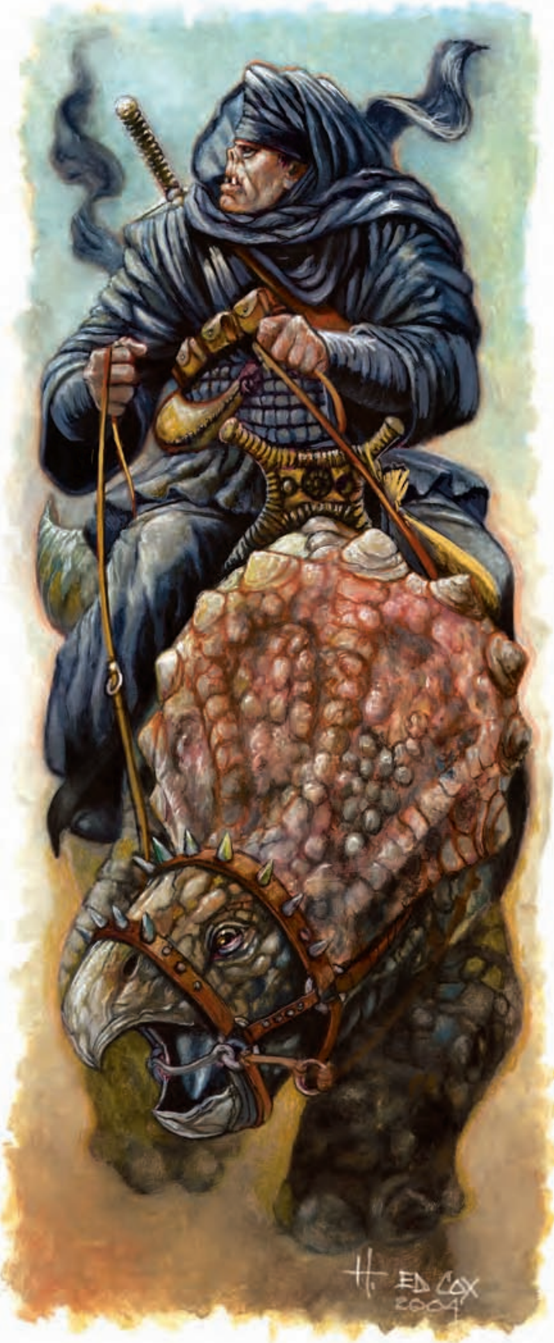
Wastelands Trap Sense (Su): At 3rd level, a waste barbarian adds the bonus from his trap sense class feature to Reflex saves made against natural hazards of the wastes, as well as to his Armor Class against attacks made by natural hazards. Hazards of the wastes include dangers such as lava pools, slipsand, softsand, and other terrain features (see Chapter 1). This ability replaces the benefits a standard barbarian receives from having trap sense.

Bonus Feat: A 5th-level waste barbarian gains a bonus feat, which must be drawn from the following list: Blazing Berserker†, Endurance, Great Fortitude, Heat Endurance†, Improved Heat Endurance†, Judged by Aurifar†, Sandskimmer†, Scorpion's Resolve†, and Self-Sufficient. A wasteland barbarian must meet all the prerequisites for a bonus feat in order to select it.

This ability replaces the standard barbarian's improved uncanny dodge ability.

† New feat described later in this chapter.

Wastelands Damage Reduction (Su): A waste barbarian toughens his body against injuries dealt by the rigors



Wasteland barbarians are perfectly at home in the waste of the wastes. At 8th level, a wasteland barbarian gains damage reduction 1/— against wasteland creatures and hazards. This benefit stacks with the barbarian's normal damage reduction.

This benefit replaces the standard barbarian's third daily use of the rage ability gained at 8th level. From this point forward, the waste barbarian can rage one less time per day than indicated on Table 3–3: The Barbarian, page 25 of the *Player's Handbook*.

CLERIC

Clerics are a necessity in waste societies, both because of their healing magic and their ability to protect large groups from the environment with spells such as *control weather, create water, endure elements, heroes' feast*, and *resist energy*.

A number of deities hold sway over the waste, and their interests sometimes overlap or compete with those of more widely worshiped deities who share their domains (such as Sun or Fire). Deities who oversee precious resources, and those responsible for the harmful aspects of the desert climate, receive special reverence.

Table 2–5 provides a list of deities with a connection to the waste, along with their alignments, domains, and favored weapons. The table isn't intended to be a desert pantheon, but it is a survey of possible desert deities. You should ask your DM which deities are available for your character.

TABLE 2–5: DEITIES OF THE WASTELAND

Deity	Alignment	Domains	Favored Weapon
Al-Ishtus	NE	Animal, Death, Destruction, Evil, War	Whip
Aurifar	N	Fire, Luck, Summer†, Sun, Travel	Heavy spiked shield
Azul	LE	Evil, Law, Plant, Thirst†, Water	Whip
Haku	CG	Air, Chaos, Good, Protection, Travel	Scimitar
Joramy	NG	Destruction, Fire, War	Quarterstaff
Kikanuti	NG	Earth, Good, Magic, Protection, Plant,Summer†	Clay pot (mace)
Set	CE	Air, Chaos, Destruction, Evil, Strength	Spear
Solanil	NG	Animal, Good, Healing, Protection, Summer†, Travel, Water	Quarterstaff
Tem-Et-Nu	LN	Knowledge, Magic, Nobility†, Travel, War	Kama
Zoser	CN	Air, Chaos, Destruction, Sand†, Summer†	Spiked chain

† New domain described in Chapter 5.

Deities of the Waste

Just as the waste is harsh and unforgiving, so too are many of its deities—though a few can be helpful and even generous.

Al-Ishtus claims dominion over desert-dwelling vermin, such as the scorpion, and monstrous humanoid raiders and marauders of the waste. His followers make offerings of bloody gems and jewelry to appease him. His symbol is a scorpion with its tail raised to strike, and his clerics often dip the point of their holy symbol's tail in scorpion venom for use against unsuspecting opponents. Venom plays a major part in the worship of Al-Ishtus. In fact, disputes between members of his cult are frequently solved by having each one stung repeatedly by a scorpion until one or the other dies. The survivor is declared the winner of the dispute. Al-Ishtus appears either as an old man in vermin-infested rags or as a scorpion ranging from Tiny to Colossal size.

Aurifar, the Caliph of the Sky, is the deity of the midday sun who deigns to let lesser deities bear his litter to his throne each morning, then back to his resting place each evening. Stern, unyielding Aurifar rules the skies during the hottest part of the day, passing judgment on all in his sight, deciding who lives or dies. Typically worshiped by fire giants, efreet, and other fire creatures, Aurifar appears as a glowing ball of light and unbearable heat. He can also take the form of a mute giant who carries this ball of light and heat (from which his divine voice speaks). His symbol is a golden disc polished to a mirrorlike sheen. Aurifar and his servants are implacable enemies of the undead.

Azul is worshiped among the people of the waste as a deity of rain. Waste-dwellers seek Azul's favor so that they have enough water. Azul's typical worshipers are druids, peasants, and travelers setting out across the burning lands. His symbol is a jagged red line enclosing drops of water, and he appears as a plump, smiling youth with scrubbed cheeks wearing a simple, white gown. A pool, often formed from a natural spring, always rests at the heart of a temple dedicated to Azul, and priests and soldiers fiercely guard this holy of holies. Azul demands blood sacrifice in return for his blessings, and angering him always brings terrible drought. Thus, each spring, the priests drown someone to satisfy the deity, while a small sacrificial animal is typically offered before a caravan departs for the waste. Azul's most fanatical followers belong to the fierce desert nomads, who fall upon unwary travelers, taking slaves to sacrifice or use as labor for building more temples.

Haku, known as Master of the Desert Wind, is the patron of waste nomads. He represents the free spirit of the wanderer, as well as the wild nature of the desert whirlwinds. His worshipers include rangers, travelers, and beings of the air. Haku's symbol is a stylized gust of wind. He appears as a nomadic human with a noble, haughty manner, dressed in flowing robes and headgear and carrying a bright scimitar. Many waste adventurers are followers of Haku, and caravan leaders pay him homage for his power over travel.

Joramy embodies the fury and beauty of volcanoes. She is not only passionate and a lover of argument for argument's sake, but also good-natured and the champion of those devoted to a cause. Her holy symbol is a volcano. Her worshipers are often revolutionaries and charismatic leaders. Joramy is one of the deities of the GREYHAWK setting and is detailed further in the *Living Greyhawk Gazetteer.*

Kikanuti is the principal deity of the bhukas, who revere her as the source of all life and their protector in the time before the Emergence. The great cavern below the earth, from which the bhukas claim they and all other people first emerged, is thought of as her womb, and the Upper World is her hearth, where she warms and nurtures her children. Her symbol is a tall clay pot painted with a stylized bird. She appears in many forms, embodied in the ritual masks worn by bhuka dancers, but most commonly as a bhuka woman with braids of corn ears, wearing a brightly painted tunic. She is cordial with Haku, who embodies some aspects of the migration that scattered her children across the waste. Maglubiyet, the patron deity of brutal goblinoids, is her sworn enemy. She considers him an enslaver of his people, keeping them beneath the earth and blind to the full joy of living. For his part, Maglubiyet wishes to seize Kikanuti's power over the fertility of the earth and extend his dominion. Goblinoid tribes in the mountains bordering waste areas often raid bhuka territory, forcing those people to retreat into ever more inaccessible terrain.

Set is a jealous and evil deity. A being of pure chaos and evil, Set appears as a powerful man with a bestial head resembling a donkey, with a curved snout and upright, square-tipped ears. He also has a long, forked tail. He sometimes appears in animal form as a hunting dog, a hippopotamus, or a wild boar. His symbol is a coiled cobra. Set opposes everything the good deities of the waste represent. Power hungry and bitter at his lack of recognition by most waste-dwellers, Set instructs his followers to bide their time. Most lurk in hidden temples, plotting mischief against any waste-dweller that catches their eye. Followers of Set frequently try to cause pain and anguish for other temples, or any settlements with a strong religious foundation.

Solanil is the deity responsible for the existence of oases. She protects those who survive the rigors of the wastes by journeying from oasis to oasis, and her worshipers propitiate her by burying the seeds of fruit-bearing plants and trees in her oases. Druids and rangers pay homage to Solanil, as do groups of monks and most janni. Her symbol is a pool of water at the base of a date tree. When she shows herself to mortals, she appears as a beautiful woman of middle years with a warm smile and either a basket of fresh fruit or a jug of cool water. Her most devout worshipers make pilgrimages across the waste, ensuring that those who enjoy her hospitality are not squandering her gifts by taking more than they can use. Although they are generally a peaceful lot, clerics of Solanil have been known to stir up the people who rely on her oases to punish those who misuse such gifts.

Tem-Et-Nu, the deity of rivers, is the primary matron of the pantheon of the plains folk. She is the bringer of life (in the form of water) and the provider of wealth (the commerce that shipping brings), as well as the means to victory (by carrying the armies of the plains folk swiftly into battle). Sorcerers and wizards of the plains folk revere her for her amazing intellect, and bards tell of her beauty and nobility. She is always depicted as a shapely woman with the head of a hippopotamus (her sacred animal). Tem-Et-Nu is a demanding deity, and those attacked by hippopotami are said to have incurred her wrath. Many such survivors take up roles of service in one of Tem-Et-Nu's temples, repaying the debt of a life spared.

Zoser is an unpredictable being whose heart rejoices in the wild dance of desert whirlwinds. Although he is not evil, he is heedless of the devastation his storms wreak. Dervishes (see the *Complete Warrior* supplement) are his most devoted followers, imitating his capricious might in their deadly battle dances. Travelers in the waste also pay homage to Zoser in hopes that he pass them by. His symbol is a stylized drawing of a tornado. He most often appears as a towering whirlwind, dark with dust, in whose depths a vague humanoid outline can be seen. Sometimes he instead takes the form of a lone traveler, cloaked in sand-colored robes that flutter around him even when the air is calm. Temples to Zoser take the form of tall spires, usually natural pinnacles or buttes, with an open-air altar at the very tip. Priests scatter incense and colored dust on the wind while worshipers chant songs of praise and dance frenziedly—it is not uncommon for an overenthusiastic worshiper to fall from a spire. Zoser and Haku share many of the same aspects, but their relationship is cool.

Desert Pantheons

If you want an Egyptian-themed campaign, consider the following pantheon, adapted from *Deities and Demigods.*

Table 2–6: Egyptian Deities

Deity	Alignment	Domains	Favored Weapon
Re-Horakhty	LG	Good, Law, Sun, War	Khopesh
Anubis	LN	Law, Magic, Repose†	Mace
Apep	NE	Evil, Fire, Sand†	Heavy pick
Bast	CG	Chaos, Destruction, Protection, Strength, War	Spiked gauntlet
Hathor	NG	Protection, Good, Luck	Longsword
Imhotep	NG	Earth, Healing, Knowledge, Rune†	Quarterstaff
Isis	NG	Good, Magic, Protection, Water	Quarterstaff
Nephthys	CG	Chaos, Good, Protection, Repose†	Mace
Osiris	LG	Air, Earth, Good, Law, Plant, Repose†	Light flail
Ptah	LN	Knowledge, Law, Travel	Mace
Set	CE	Air, Chaos, Destruction, Evil, Strength	Spear
Sobek	LE	Animal, Evil, Water	Shortspear
Thoth	N	Knowledge, Magic, Rune†	Quarterstaff

† New domain described in Chapter 5.

The following Babylonian-inspired deities might also be useful in a desert campaign.

Table 2–7: Babylonian Deities

Deity	Alignment	Domains	Favored Weapon
Anu	LN	Air, Knowledge, Law, Protection	Mace
Anshar	NE	Evil, Magic, Trickery	Dagger
Dahak	CE	Chaos, Death, Evil	Scimitar
Druaga	LE	Evil, Law, Trickery	Mace
Enlil	NG	Good, Luck, War	Heavy pick
Enki	LN	Earth, Magic, Water	Mace
Gilgamesh	NG	Good, Strength, Travel, War	Mace
Girru	LG	Fire, Good, Law, Magic	Morningstar
Ishtar	N	Magic, Strength, Summer†, War	Light flail
Ki	N	Animal, Luck, Plant	Quarterstaff
Marduk	LN	Air, Law, Protection	Net
Nanna-Sin	CG	Chaos, Luck, Good	Battleaxe
Nergal	NE	Death, Earth, Evil	Longsword
Utu	CG	Chaos, Fire, Good, Sun	Scimitar

† New domain described in Chapter 5.

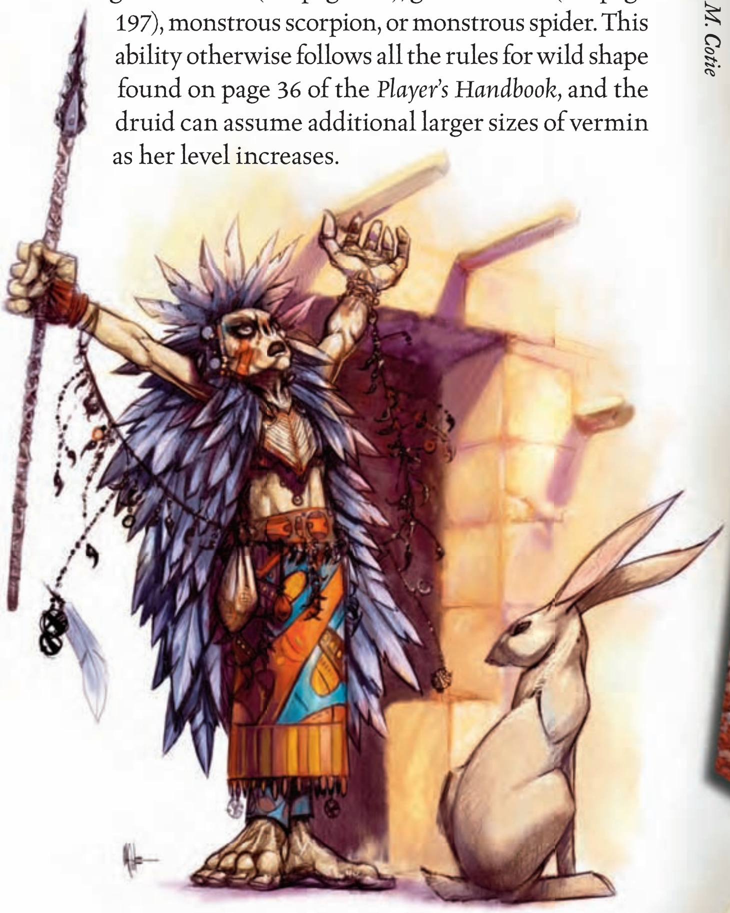
DRUID

Druids are common in the waste, experts at living in harmony with that harsh environment. Some druids seek to help their people survive and prosper through careful use of the waste's resources, while others specialize in turning the already inhospitable climate against intruders. Wasteland druids select their animal companions from among those mentioned in the Wasteland Animal Companions sidebar. This variant druid gains all the class features of the standard druid, except as noted below.

Sandskimmer: At 2nd level, a wasteland druid gains Sandskimmer as a bonus feat. This benefit replaces the standard druid's woodland stride class feature.

Heat Endurance: At 4th level, a wasteland druid gains Heat Endurance (see page 50) as a bonus feat. If she already has Heat Endurance, the druid gains Improved Heat Endurance instead and need not meet the prerequisites for that feat. This benefit replaces the standard druid's resist nature's lure class feature.

Wild Shape (Waste Vermin) (Su): Beginning at 10th level, a wasteland druid can use her wild shape ability to assume the form of a Small to Large vermin found in the waste environment, such as a brine swimmer (see page 195), giant ant lion (see page 196), giant termite (see page 197), monstrous scorpion, or monstrous spider. This ability otherwise follows all the rules for wild shape found on page 36 of the *Player's Handbook*, and the druid can assume additional larger sizes of vermin as her level increases.



A bhuka druid of the waste

Illus. by M. Cotie

This benefit replaces the standard druid's increase fourth daily use of the wild shape ability gained at 10th level. From this point forward, the waste druid can use wild shape one less time per day than indicated on Table 3–8: The Druid, page 35 of the *Player's Handbook*.

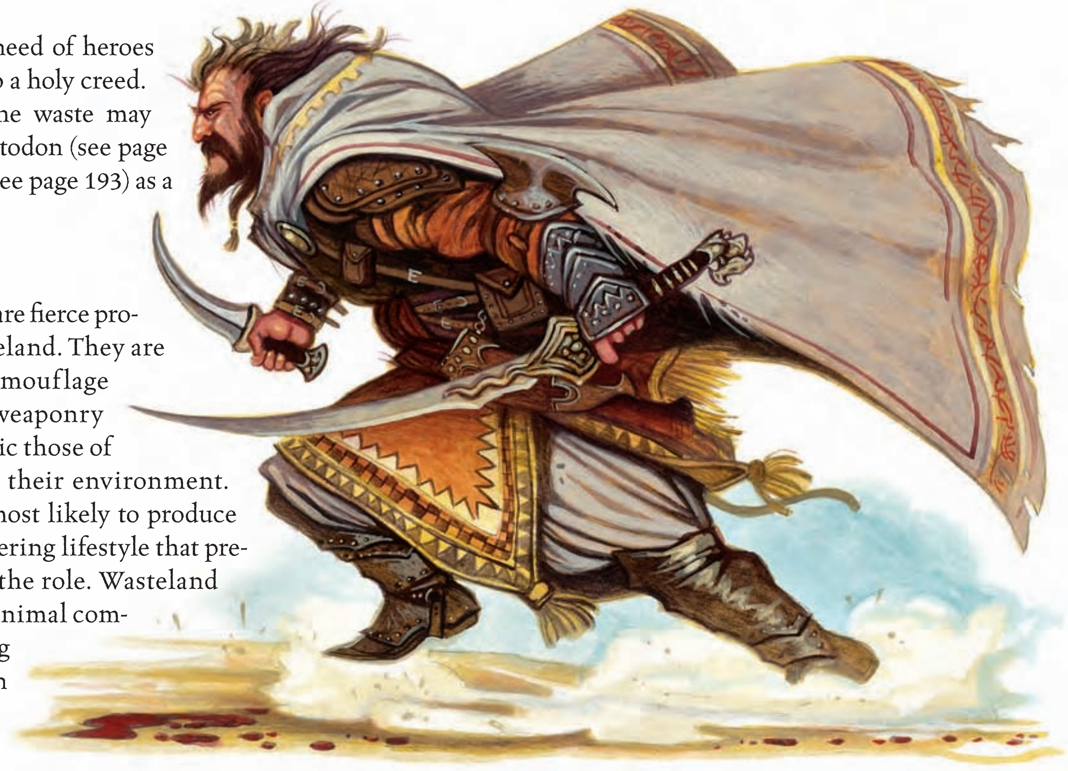
PALADIN

Even the waste has need of heroes pledged steadfastly to a holy creed. Paladins native to the waste may choose to use a diprotodon (see page 148) or a war camel (see page 193) as a special mount.

RANGER

Rangers of the waste are fierce protectors of their homeland. They are masters of desert camouflage and have adapted weaponry and tactics that mimic those of creatures that share their environment. Desert nomads are most likely to produce rangers, with a wandering lifestyle that prepares them well for the role. Wasteland rangers select their animal companions from among those mentioned in the Wasteland Animal Companions sidebar. This variant ranger gains all the normal class features of the ranger, with the changes below.

Heat Endurance: At 3rd level, a wasteland ranger gains Heat Endurance (see page 50) as a bonus feat. If he already has Heat Endurance, the ranger gains Improved Heat Endurance instead and need not meet the prerequisites



A ranger of the waste

Illus. by W. O'Connor

WASTELAND ANIMAL COMPANIONS

Any of the following animals are appropriate for a wasteland druid to select as an animal companion at 1st level: bat, camel, chuckwalla (treat as lizard), coyote (treat as dog), donkey, hawk, horned lizard (see page 194), hyena, moon owl (treat as owl), serval (see page 194), snake (Tiny or Small viper), tressym (from the *FORGOTTEN REALMS Campaign Setting*), or vulture (see page 195). Druids of sufficiently high level can also choose the following animal companions, applying the indicated adjustment to the druid's level (in parentheses) to determine the companion's characteristics and special features.

4th level or Higher (Level –3)
Crocodile*
Dire bat
Lizard, monitor
Peccary (treat as boar)
Puma (treat as leopard)
Snake, Large viper
Dire toad* (*Monster Manual II*)

7th Level or Higher (Level –6)
Crocodile, giant*
Deinonychus (dinosaur)
Dire hawk (*Monster Manual II*)
Dire peccary (treat as dire boar)
Protoceratops (dinosaur)†
Rhinoceros
Snake, Huge viper

10th Level or Higher (Level –9)
Dire puma†
Dire snake (*Monster Manual II*)
Dire tortoise†
Dire vulture†
Hippopotamus††

13th Level or Higher (level –12)
Diprotodon†
Elephant
Giant banded lizard†

16th Level or Higher (level –15)
Dire elephant (*Monster Manual II*)
Roc
Dire rhinoceros (*Fiend Folio*)
Triceratops (dinosaur)

† New creature described in Chapter 6.
* Available only in an aquatic environment, such as a river.

for that feat. This benefit replaces the standard ranger's Endurance bonus feat.

Sandskimmer: At 7th level, a wasteland ranger gains Sandskimmer as a bonus feat. This benefit replaces the standard ranger's woodland stride class feature.

Waste Hunter (Ex): At 10th level, a wasteland ranger chooses a specific kind of favored enemy native to the waste from among the types or subtypes he has already chosen. (For example, he could choose dunewinders if he has magical beasts as a favored enemy.) He gains an additional +2 bonus on weapon damage rolls, and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this kind. In addition, the ranger gains a +2 bonus on saves against the chosen creature's special abilities and damage reduction 2/– against its physical attacks. This benefit replaces the new favored enemy gained at 10th level by a standard ranger, but the waste ranger's bonuses against previously selected favored enemies increase as if he had gained a new favored enemy.

SORCERER

Sorcerers of the waste often fulfill the role of shamans among the more savage people. Many have the blood of brass dragons in their veins, giving them bronze complexions and blazing eyes.

Familiar: Sorcerers in waste regions can summon different familiars than those in more temperate climates. In addition to the familiars described in the *Player's Handbook*, a waste sorcerer can summon a horned lizard (see page 194) as a familiar. A horned lizard familiar gives its master a +2 bonus on Will saves.

WIZARD

Wizards of the waste usually specialize in fire magic, and many have either the Searing Spell metamagic feat or the Drift Magic feat (both described in the next section). Wizards are usually found only among literate people.

Familiar: As described for the sorcerer class, wizards in the waste can select the horned lizard as a familiar.

NEW FEATS

Although these new feats are generally the most useful in the waste, many of them retain their utility in other terrains. An NPC encountered in a waste environment often has one or more of the feats found in this section. The new feats described in this chapter are summarized on Table 2–8: New Feats.

BLAZING BERSERKER

When you enter your rage, your body becomes infused with fire.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a rage, you gain the fire subtype. You gain immunity to fire, but have vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

BLESSED BY TEM-ET-NU

Tem-Et-Nu has marked you as having an important destiny in her temple.

Prerequisites: Patron deity Tem-Et-Nu, must have defeated a hippopotamus in single combat.

Benefit: Hippopotami cannot attack you unless they are magically compelled. In addition, if you possess the turn or rebuke undead class feature, you can rebuke and command hippopotami as an evil cleric rebukes or commands undead. You gain a +2 sacred bonus to your Armor Class against chaotic-aligned creatures with the fire subtype.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura radiates law with a strength equal to your character level (see *detect law*, page 219 of the *Player's Handbook*). If you ever lose favor with Tem-Et-Nu, or change your patron deity to another deity, you lose all benefits of this feat and take damage as if you were bitten by a hippopotamus. You do not gain a replacement feat. If you later return to Tem-Et-Nu's faithful and receive an *atonement* spell, you regain the benefit of this feat.

DRIFT MAGIC

You can tap the power of drift magic.

Prerequisites: Knowledge (local wasteland region) 4 ranks, ability to cast spells.

Benefit: You can use drift magic, as described on page 105.

EAGLE'S FURY

You know how to wield the eagle's claw with deadly speed.

Prerequisites: Dex 15, proficiency with eagle's claw.

Benefit: You can get one extra attack per round with an eagle's claw (see page 96). The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must take a full attack action to use this feat.

FIERY SPELL [METAMAGIC]

Your fire magic is bolstered, further scorching your enemies.

Benefit: A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals. This feat can be applied only to spells with the fire descriptor. For

Table 2–8: New Feats

General Feats	Prerequisites	Benefit
Blazing Berserker	Ability to rage	Gain the fire subtype while raging
Blessed by Tem-Et-Nu	Patron deity Tem-Et-Nu, ritual	Special favor of Tem-Et-Nu
Drift Magic	Knowledge (local) 4, ability to cast spells	Use of drift magic
Eagle's Fury	Dex 15, proficiency with weapon	Extra attack with the eagle's claw
Heat Endurance	Base Fort save +2	+2 on saves against fire, heat protection 1
Improved Heat Endurance	Base Fort save +6, Heat Endurance	Fire resistance 5, heat protection 3
Judged by Aurifar	Patron deity Aurifar, ritual	Special favor of Aurifar
Light of Aurifar	Ability to turn or rebuke undead, access to the Fire or Sun domain	Turned or rebuked undead takes 2d6 fire damage
Pharaoh's Fist[1]	Str 15, Improved Unarmed Strike, Stunning Fist	Foe and adjacent creatures stunned by thundering blow
Priest of the Waste	Access to Fire, Summer, Sun, Travel, or Water domain	Spontaneously cast certain waste-related spells
Rattlesnake Strike[1]	Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist	Deal Con damage with your unarmed strike
Sand Camouflage	Sandskimmer, Hide 5 ranks	Quickly bury yourself in sand to gain a Hide bonus
Sand Dancer	Wis 13, Tumble 4 ranks	Blind foe with thrown sand during another attack
Sand Spinner	Wis 13, Tumble 8 ranks, Sand Dancer	Blind foes in 5-ft. radius with thrown sand
Sand Snare	Combat Expertise, Improved Trip	Foe is hindered in rising when knocked prone in sand
Sandskimmer	—	You can ignore some difficulties of moving on sand
Scorpion's Grasp	Str 13, Dex 13, Improved Unarmed Strike, Improved Grapple	Begin grapple with a melee strike
Scorpion's Instincts	Dex 13, Hide 5 ranks	Become stealthy like a scorpion
Scorpion's Resolve	—	+4 bonus on saves against mind-affecting spells and abilities
Scorpion's Sense	Scorpion's Resolve	Minor tremorsense
Serpent Fang	Wis 15, Improved Unarmed Strike, Stunning Fist	Project your ki to deal unarmed damage 5 ft. beyond your normal reach
Touchstone	Knowledge (local) 8 ranks or native 250-gp item	You can use touchstone sites

Metamagic Feats		
Searing Spell	—	Your fire spells deal damage to fire-resistant creatures
Fiery Spell	—	+1 point of damage per die for fire spells

[1] A fighter may select this feat as one of his bonus feats.

example, if a 9th-level wizard with this feat casts a fiery *fireball*, the *fireball* deals 9d6+9 points of damage. A fiery spell uses up a spell slot one level higher than the spell's actual level.

HEAT ENDURANCE

Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

Prerequisite: Base Fortitude save +2.

Benefit: You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves (see Heat Dangers, page 12). Your protection against heat is level 1 (see Protection against Heat, page 14).

IMPROVED HEAT ENDURANCE

You can survive even in the most extreme natural heat conditions.

Prerequisites: Base Fortitude save +6, Heat Endurance.

Benefit: You gain fire resistance 5. If you already have fire resistance, it increases by 5. You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves (see Heat Dangers, page 12). Your protection against heat is level 3 (see Protection against Heat, page 14).

JUDGED BY AURIFAR

Aurifar, the Caliph of the Sky, has judged you, and he now shows you special favor.

Prerequisites: Patron deity Aurifar, must have survived at least three days in the waste without water.

Benefit: You gain a +2 sacred bonus on Constitution checks to avoid the negative effects of thirst (see Dehydration, page 15). You gain a +2 sacred bonus to your Armor Class against undead creatures that are adversely affected by sunlight, such as vampires and wraiths.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura shows faint abjuration magic. If you ever lose favor with Aurifar, or change your patron deity to another deity, you lose the benefit of this feat, and you immediately begin experiencing the effects of thirst as though you had gone without water for one week. You do not gain a replacement feat. If you later return to Aurifar's faithful and receive an *atonement* spell, you regain the benefit of this feat.

LIGHT OF AURIFAR

Undead that you turn or rebuke immolate.

Prerequisites: Ability to turn or rebuke undead, access to either the Fire or Sun domain.

Benefit: Any undead that you successfully turn or rebuke take 2d6 points of fire damage in addition to the normal turning or rebuking effect.

PHARAOH'S FIST

Your unarmed strikes echo with thunder, stunning your foe and those nearby.

Prerequisites: Str 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you force an opponent successfully struck by your unarmed attack, and all creatures adjacent to that opponent, to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be stunned for 1 round. The opponent struck by the unarmed attack is dealt damage normally. This feat can be used only once per round.

Special: A fighter may select Pharaoh's Fist as one of his fighter bonus feats.

PRIEST OF THE WASTE

You can swap out prepared spells for others that aid in exploring and surviving in wastelands.

Prerequisite: Access to the Fire, Summer†, Sun, Travel, or Water domain.

Benefit: You can use a spell slot currently occupied by a prepared spell that is not a domain spell to cast a spell of equal or lower level that appears on the following list: *cloak of shade*†, *control weather, create food and water, create water, endure elements, heroes' feast, hydrate*†, *protection from dessication*†, *protection from energy,* and *resist energy.*

† New domain or spell described in Chapter 5.

RATTLESNAKE STRIKE

Having observed the ways of a desert viper, you have learned to use *ki* in a fashion similar to poison.

Prerequisites: Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one of your Stunning Fist uses for the day, you imbue your next unarmed attack with disruptive *ki* that mimics the effects of mild viper venom. If that attack hits, it deals normal damage and forces the target to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). A creature that fails the saving throw takes 1d3 points of Constitution damage and must make a similar saving throw 1 minute later or take another 1d3 points of Constitution damage. This feat can be used only once per round.

Special: A fighter may select Rattlesnake Strike as one of his fighter bonus feats.

SAND CAMOUFLAGE

You can hide yourself in sand with a moment's notice.

Prerequisites: Hide 5 ranks, Sandskimmer.

Benefit: As a standard action, you can quickly camouflage yourself in any area of ash, dust, loose earth, or sand that is at least 1 inch deep. In areas with 1 to 11 inches of appropriate loose soil, you gain a +4 bonus on Hide checks. In areas with 12 inches or more of appropriate loose soil, you instead gain a +10 bonus on Hide checks. You must still have cover or concealment to make a Hide check, as described on page 76 of the *Player's Handbook.*

DETERMINING LOOSE SOIL

Many of the feats in this section rely on knowing the composition of surrounding soil and work to best advantage only if the ground is made up of or covered by a layer of ash, dust, loose earth, or sand.

It can be assumed that most waste environments, whether outside or within a ruin, have either a sandy surface or a requisite layer of ash, dust, loose earth, or sand 1 or more inches thick. In other environments, the following table can be used to make this determination.

Environment	Chance of 1 Inch Loose Soil*
Desert	100%
Desert ruin/dungeon	100%
Desert dwelling/city	90%
Forest	80%
Forest ruin/dungeon	70%
Forest dwelling/city	60%
Plains	70%
Plains ruin/dungeon	60%
Plains dwelling/city	50%
Hills	60%
Hills ruin/dungeon	50%
Hills city/dwelling	40%
Mountains	50%
Mountains ruin/dungeon	40%
Mountains dwelling/city	30%
Marsh	10%
Marsh ruin/dungeon	10%
Marsh dwelling/city	10%

* Material can be ash, dust, grit, loose earth, or sand.

SAND DANCER

While making another attack, you attempt to blind a foe with thrown sand.

Prerequisites: Wis 13, Tumble 4 ranks.

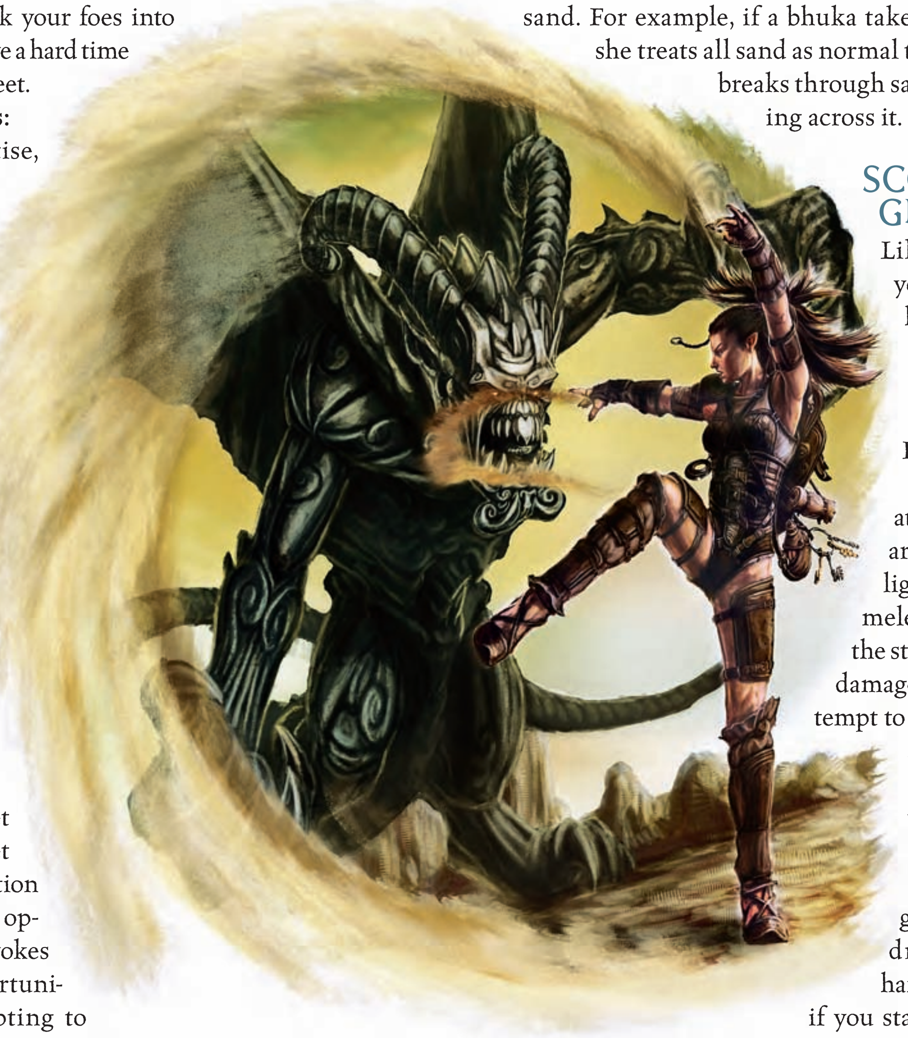
Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can supplement an attack made in that same round with flung or kicked material. A foe damaged by your attack must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SAND SNARE

When you knock your foes into the sand, they have a hard time regaining their feet.

Prerequisites: Combat Expertise, Improved Trip.

Benefit: If you successfully trip an opponent in any area of ash, dust, loose earth, or sand that is at least 1 inch deep, that opponent must take a full-round action to stand during the round after being tripped. Following that round, the target can get to his feet with a move action (as normal). The opponent still provokes attacks of opportunity while attempting to stand, as normal.



Lidda blinds her foe with the Sand Dancer feat

Illus. by M. Phillippi

SAND SPINNER

You spray sand with your acrobatic maneuvers.

Prerequisites: Wis 13, Tumble 8 ranks, Sand Dancer.

Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can take a standard action to hurl a spray of sand into the eyes of all creatures in a 5-foot-radius burst. Those within the area must make Fortitude saving throws (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SANDSKIMMER

You are particularly adept at moving over sand.

Benefit: You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

Special: This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand. For example, if a bhuka takes Sandskimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

SCORPION'S GRASP

Like the scorpion, you can grab and hold your prey.

Prerequisites: Str 13, Improved Unarmed Strike, Improved Grapple.

Benefit: If your attack with an unarmed strike or a light or one-handed melee weapon hits, the strike deals normal damage and you can attempt to start a grapple as a free action; no initial touch attack is required. If you succeed in starting the grapple, you must drop your one-handed weapon, but if you started the grapple with a light weapon, you can use it in each round to make an attack against the creature you are grappling without taking the normal –4 penalty on the attack roll. If you initiated the grapple while armed, however, you cannot make additional grapple checks to deal damage during the round in which you use this feat.

You have the option to conduct the grapple normally, or you may hold a creature one or more sizes smaller than you with your off hand. If you choose to do the latter, you take a –20 penalty on grapple checks against that creature and you cannot deal damage with your grapple checks, but you are not considered grappled yourself. You don't lose your Dexterity bonus to AC, you still threaten an area, and you can use remaining attacks against other opponents. While maintaining this latter type of hold, you can move normally (possibly carrying your opponent away), provided you can drag the opponent's weight.

SCORPION'S INSTINCTS

You are hard to find in the waste.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You have an inborn sense of where to lurk without being seen, gaining a +2 bonus on your Hide checks and reducing the distance within which creatures can detect you by scent to 10 feet (20 feet if upwind, 5 feet if downwind). If you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you gain an additional +2 bonus on Hide checks, a +2 bonus on Move Silently checks, and a creature can detect you by scent only if it is within 5 feet (pinpointing your location as normal).

SCORPION'S RESOLVE

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

SCORPION'S SENSE

Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.

Prerequisite: Scorpion's Resolve.

Benefit: You are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is moving and in contact with the ground so long as it is within 10 feet. The range expands to 20 feet if you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand. This ability only tells you what square the creature is in, so you still have the normal miss chance from concealment if you cannot see the creature.

SEARING SPELL [METAMAGIC]

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

Benefit: A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spell uses up a spell slot one level higher than the spell's actual level.

SERPENT FANG

You are able to project your *ki* to strike foes as though you had extended reach.

Prerequisite: Wis 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you can project your *ki* to strike an opponent that is 5 feet beyond your normal unarmed reach. If the blow hits, it deals normal unarmed damage. This feat can be used only once per round.

Special: Monks can use special monk weapons when using this feat, dealing damage according to the weapon.

TOUCHSTONE

You forge a link with a power-rich location, referred to as a touchstone site.

Prerequisites: Knowledge (local) 8 ranks for the area in which the touchstone lies, or possession of a touchstone key (a portable object native to the touchstone's area and worth at least 250 gp). To forge a link between yourself and the touchstone, you must spend a day in meditation, spending 10 XP and 250 gp in material components. Alternatively, the key object for the touchstone can be destroyed as part of the ritual, in place of the material components.

Benefit: You gain the base ability associated with the touchstone to which you are linked. If you physically visit the location to which you have forged a link, you can also gain a higher-order ability with a limited number of uses, as described for that touchstone. You can swap sites any time you visit a new one and fulfill its higher-order recharge condition. See Touchstone Sites for more information.

Special: You can take this feat more than once. Each time you do, you are able to retain one more touchstone site's base ability. You also gain the capacity to retain uses of one more touchstone's higher-order ability. Thus, by taking this feat twice, you could retain the base abilities for both the Shrine at Kahar and the Sunken City of Pazar simultaneously, as well as both sites' higher-order abilities and uses. If you then visit a third touchstone site and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose as you gain the abilities of the new touchstone site.

TOUCHSTONE SITES

Certain places resonate with unique forms of energy. Those who take the Touchstone feat can forge a link with these special locales, thereby gaining a special ability. Actually visiting a touchstone site can provide even more potent abilities.

Those linked with one touchstone can also freely visit other touchstone sites, including planar touchstones (as described in the *Planar Handbook*). When a character does so and fulfills the alternate site's higher-order ability recharge condition, that character immediately gains the base ability of the new touchstone site, losing the base ability of the previous site. The character also loses any remaining uses of a higher-order ability from the old site. The new site's higher-order ability, and its associated number of uses, replaces the old.

In this way, a character can "unplug" from one site and "plug in" to a new touchstone site as often as desired and made possible by visits to new sites. Thus, after expending the material and experience points for making the first connection, making subsequent connections with different sites is as easy as fulfilling the higher-order recharge condition.

This section provides several touchstone locations. Each touchstone site description uses the following format:

Name: The most common name of the touchstone site.

EL: Each location is rated with an encounter level that is the average of common encounters for the site. Generally, sites with higher ELs offer better powers.

Description: The appearance and details of the touchstone site.

Initial Encounter: Encounters that heroes might face when first visiting the touchstone site, summarized on an encounter table when appropriate.

Subsequent Encounters: Encounters that heroes might face on subsequent visits to the touchstone site.

Base Ability: The ability gained by someone who has the Touchstone feat, regardless of whether that character has visited the site. All base abilities are supernatural unless otherwise noted. A base ability is always available to the character (within the limits of the ability's supernatural or spell-like nature).

Recharge Condition: Many touchstones require not only a visit, but also the fulfillment of some condition, to recharge the higher-order power provided. This condition can vary widely between touchstones. This condition need not be fulfilled to gain the touchstone's base power, but it must be fulfilled to gain access to or recharge the site's higher-order ability.

Higher-Order Ability: The ability gained by someone who visits the touchstone and fulfills the recharge condition. All higher-order abilities are supernatural unless otherwise noted.

Higher-Order Uses: Each time a character recharges her higher-order ability, she gains a number of uses of that ability. No matter what the number of total uses, a higher-order ability cannot be used more than once per day.

SHRINE AT KAHAR (EL 3)

The tiny shrine at the Kahar oasis draws thousands of worshipers every year, each hoping to receive the blessing of Solanil, the deity of oases. Many visitors have claimed minor (or even major) miracles as a result of having prayed at the shrine. However, only those with true faith receive the real blessing of the deity, for only they who do her holy work best know how to use her gifts.

Initial Encounter: A long line of supplicants can always be found at the shrine. Since gaining the blessing of Solanil requires placing one's hands upon the shrine, a visitor can expect to wait 3d4 hours before reaching it. One can hurry to the front of the line, however.

Roll twice on the Shrine at Kahar Encounters table whenever the characters first visit the site. If someone is able to provide what the injured parties need, the rest of those assembled are so impressed that they allow that character to go straight to the shrine. (Other needy souls might also approach the character after he goes to the shrine.)

A character who pushes his way to the front of the line, or otherwise ignores the pleas of the disadvantaged, does not benefit from the blessing of the shrine even if he possesses the Touchstone feat. He can return after six months and try again.

SHRINE AT KAHAR ENCOUNTERS

d%	Encounter
01–20	Injured child (requires *cure light wounds*)
21–50	Injured adult (requires *cure moderate wounds*)
51–75	Hysterical person (requires *calm emotions*)
76–90	Afflicted person (requires *lesser restoration*)
91–100	Paralyzed person (requires *remove paralysis*)

Subsequent Encounters: Because many supplicants visit the shrine at Kahar many times a year, word of a character's ability to heal travels quickly through the oasis. There is a 60% chance that someone recognizes the character and ushers him to the shrine each time he returns.

Base Ability: Once per day, you can use one of the following spell-like abilities: *aid, calm emotions, cure moderate wounds, lesser restoration,* or *remove paralysis*. Your caster level equals your cleric level.

Recharge Condition: Channel positive energy into the shrine by expending one of your daily uses of your ability to turn undead while laying hands on the shrine.

Higher-Order Ability: You may cast *create food and water* as a spell-like ability. Your caster level equals your character level + 3.

Higher-Order Uses: 12.

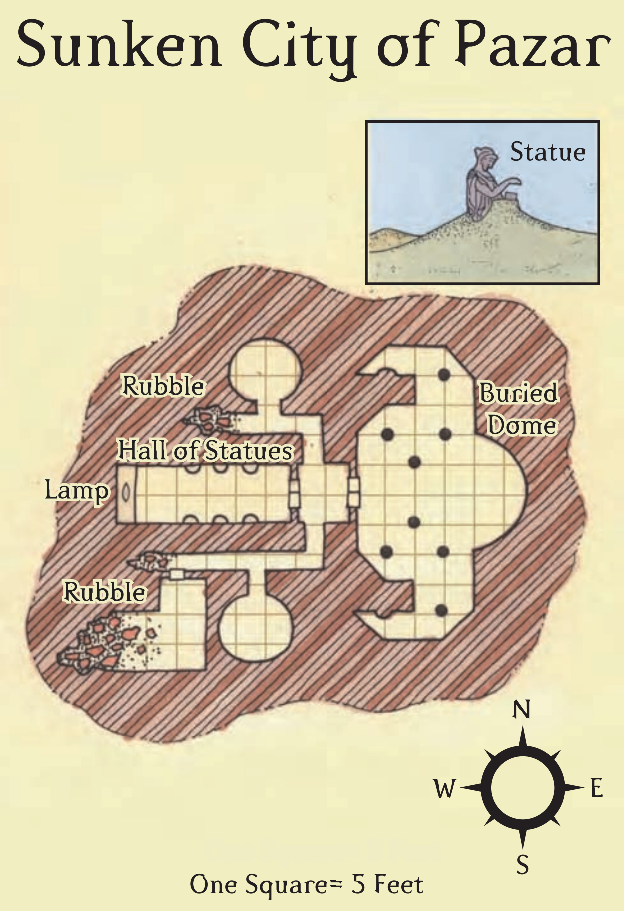
SUNKEN CITY OF PAZAR (EL 4)

The upper half of a marble statue thrusts from the ash dunes of the surrounding desert. The statue's noble face is pockmarked and scarred by the ravages of the elements, and it holds a tablet, partially buried in sand. If uncovered, the tablet is too scoured by the sands for anyone to comprehend what might once have been inscribed upon it.

The weight of those who spend any time at all in front of the statue causes a stone in the buried dome beneath to give way, dropping the visitors down onto the side of a sand pile inside the buried dome. (The sand blunts the 30-foot fall, dealing only 2d6 points of damage.)

Within a small complex of ruins beneath the dome (which is half filled with sand) is a platform on which a large brass lamp is permanently affixed. It once held potent magic.

Initial Encounter: Roll on the Sunken City of Pazar Encounters table when the characters visit the site for the first time.



Sunken City of Pazar Encounters

d%	Encounter
01–10	2 Medium monstrous scorpions
11–65	Large monstrous scorpion
66–75	2 Large monstrous scorpions
76–97	Chekryan†
98–100	Djinni

† New monster described on page 142.

Subsequent Encounters: Once the characters clear the sunken city of foes, subsequent visits have a 10% chance of an encounter. If the PCs fail to visit the location for more than a year, roll for an encounter as if they had never visited the location.

Base Ability: Once per day, for a period of 1 minute, you function in many ways as if you were one size larger than normal. While so functioning, you gain the bonuses associated with being one size larger for the purposes of opposed checks (such as grapple checks and bull rush attempts), but not the penalties. You are also considered one size larger for the purposes of the effects of any ability (such as improved grab or swallow whole). Further, while this ability functions, you can use weapons designed for a creature one size category larger than you without penalty. Your space and reach remain those of a creature of your actual size. The benefits of this ability do not stack with any similar ability.

Recharge Condition: Rub the brass lamp and defeat the summoned djinni in a grappling contest.

Higher-Order Ability: You maintain your altered size for 8 hours (or until you dismiss the effect).

Higher-Order Uses: 4.

HEALING WATERS OF ABU-IMA (EL 5)

Like the shrine at Kahar, the pool found amid the ruins of an ancient temple at Abu-Ima is reputed to have the ability to heal the sick and cure the afflicted. However, unlike the shrine at Kahar, the pool lost in the ruins of Abu-Ima is not a popular destination—the curse that fell on Abu-Ima killed all its inhabitants, and now awful creatures and visions of hell are said to roam its sand-filled lanes.

Initial Encounter: Roll on the Healing Waters of Abu-Ima Encounters table when the characters visit the site for the first time.

Healing Waters of Abu-Ima Encounters

d%	Encounter
01–10	Dune hag†
11–50	2 dune hags†
51–75	Saurosphinx†
76–97	Desert devil†
98–100	Wasteland troll†

† New monster described in Chapter 6.

Subsequent Encounters: Once the characters clear the area around the pool of foes, subsequent visits have a 10% chance of an encounter. If the characters fail to visit the location for more than a year, roll for an encounter as if they had never visited the location.

Base Ability: Once per day, you can use either *cure serious wounds* or *remove disease* as a spell-like ability. Caster level equals your cleric level.

Recharge Condition: While bathing in the pool, channel positive energy into the pool by expending one of your daily uses of turn undead.

Higher-Order Ability: Once per week, you can use *raise dead* as a spell-like ability. Your caster level equals your character level.

Higher-Order Uses: 2.

PYRAMID OF AMUN-RE (EL 6)

Amid the vast desert sands, the last relic of a dead civilization rears from the ashen dunes, four-sided and stately. Surrounded by the broken foundations of a once mighty city, the great pyramid itself seems hardly weathered by the ages. Over 700 feet square at the base and rising to a height of 700 feet, the pyramid's four surfaces face the points of the compass.

While the pyramid of Amun-Re is reputed to contain hidden chambers, trapped galleries, ancient curses, guardians, and monsters in its own right, as a whole the pyramid is also a touchstone site, though few recognize this fact.

Initial Encounter: Roll on the Pyramid of Amun-Re Encounters table when the characters visit the site for the first time.

PYRAMID OF AMUN-RE ENCOUNTERS

d%	Encounter
01–10	1d6+5 bhuka explorers (bhuka warriors)†
11–50	1d6+5 asherati bandits (asherati warriors)†
51–75	1d6 tomb robbers (3rd-level rogues and fighters)
76–97	2 mummies
98–100	3 mummies

† New monster described in Chapter 6.

Subsequent Encounters: Any time visitors return to the pyramid after more than five days, roll on the encounter table again.

Base Ability: When in the presence of the Pyramid of Amun-Re, you can take a standard action to grant yourself a number of temporary hit points equal to your character level. Outside the presence of the pyramid, you can attempt to grant yourself the same number of temporary hit points with a DC 15 Concentration check. These temporary hit points last 1 hour. You can attempt this ability only once per day.

Recharge Condition: Travel to the top of the pyramid.

Higher-Order Ability: The temporary hit points you gain from the base ability last for 24 hours.

Higher-Order Uses: 6.

CRYPT OF BADR AL-MOSAK (EL 7)

In the midst of rocky, low-lying hills, a few broken pillars form a circle surrounding a terraced bowl. Stone columns lay scattered and broken within the basin, seeming to point to the sarcophagus at the center of what might have once been an amphitheater. The massive stone crypt stands 10 feet high and is of one piece with the stone upon which it seems to rests. The grand sarcophagus is that of a pharaoh named Badr Al-Mosak. The stone coffin doesn't open—it is actually a statue.

While the area beneath the statue does, in fact, contain haunted crypts and treasures of old, few have ever thought to check and merely believe the ruined amphitheater to be a touchstone site.

Initial Encounter: Roll on the Crypt of Badr Al-Mosak Encounters table when the characters visit the site for the first time.

CRYPT OF BADR AL-MOSAK ENCOUNTERS

d%	Encounter
01–10	Pyrohydra, 5-headed
11–50	2 ettin skeletons
51–75	Sand dragon, juvenile†
76–97	Flesh golem
98–100	Androsphinx

† New monster described on page 152.

Subsequent Encounters: Once the characters clear the area around the crypt, subsequent visits have a 10% chance of an encounter. If the visitors fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.

Base Ability: Within the sight or presence of the Crypt of Badr Al-Mosak, you gain a +4 bonus on saving throws against necromancy spells, as well as a +4 bonus on any saving throw to resist the special attacks of undead. Outside the crypt's presence, you must succeed on a DC 15 Concentration check to gain this benefit. Check each time you are asked to make an appropriate save.

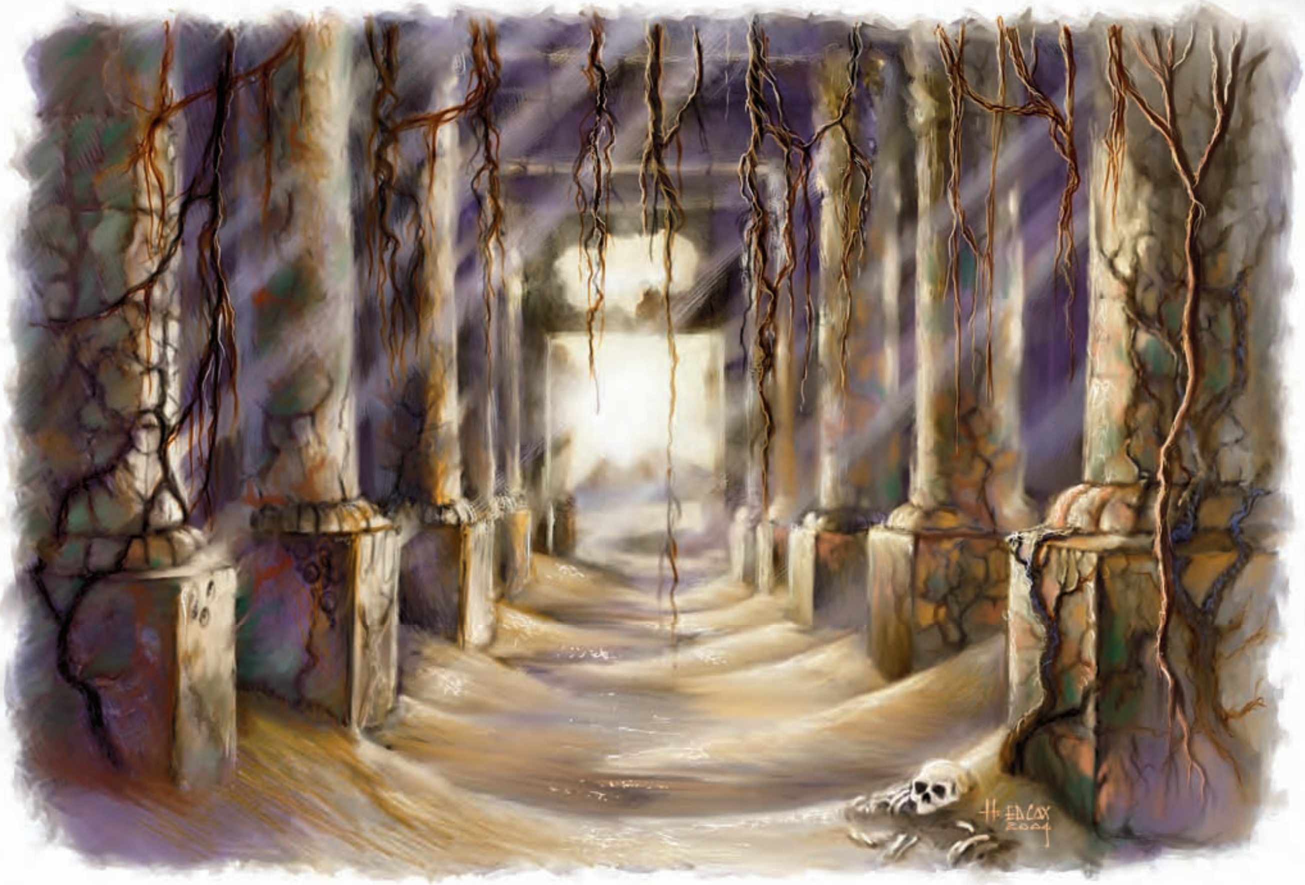
Recharge Condition: Pray at the foot of the sarcophagus.

Higher-Order Ability: You can use *undeath to death* (as the spell) as a spell-like ability. Your caster level is equal to your character level.

Higher-Order Uses: 2.

CITY OF THE DEAD (EL 7)

Used as a necropolis by a long-lost dynasty of wasteland plains folk, this crumbling city has been abandoned for ages, though its ancient traps and undead sentinels are still active. Said to contain the riches of generations of



The City of the Dead is often sought, but rarely found

Illus. by E. Cox

emperors, the City of the Dead is a place many seek, but from which few return. Labyrinthine passages below the desert sands lead to burial chambers long closed and sealed, each of which, in turn, is filled with all manner of deadly traps to ward off grave robbers. Those clever enough to outmaneuver the traps must still face legions of mummies, wraiths, and specters that seek to convert intruders into unliving slaves. The greatest treasure, however, are the intricate mosaics of the Hall of the First King. Those who translate their elaborate instructions gain fantastic powers.

Initial Encounter: Roll on the City of the Dead Encounters table when the characters visit the site for the first time. Any undead encountered try to thwart attempts at fulfilling the recharge conditions of the city's higher-order ability. They wait until the characters are preoccupied before striking.

Subsequent Encounters: Once the characters defeat a trap, there is a 50% chance mummies of the City of the Dead reset or replace it before the characters return. If the characters defeat undead, 10% of the time their ranks are replenished. If the heroes fail to visit the location for more than a year, roll for an encounter as if they had never visited the city. If the characters dally in the Hall of the First King (see Recharge Condition below), roll on the City of the Dead encounter table once per day, rerolling trap results. The undead are not idle while the characters linger.

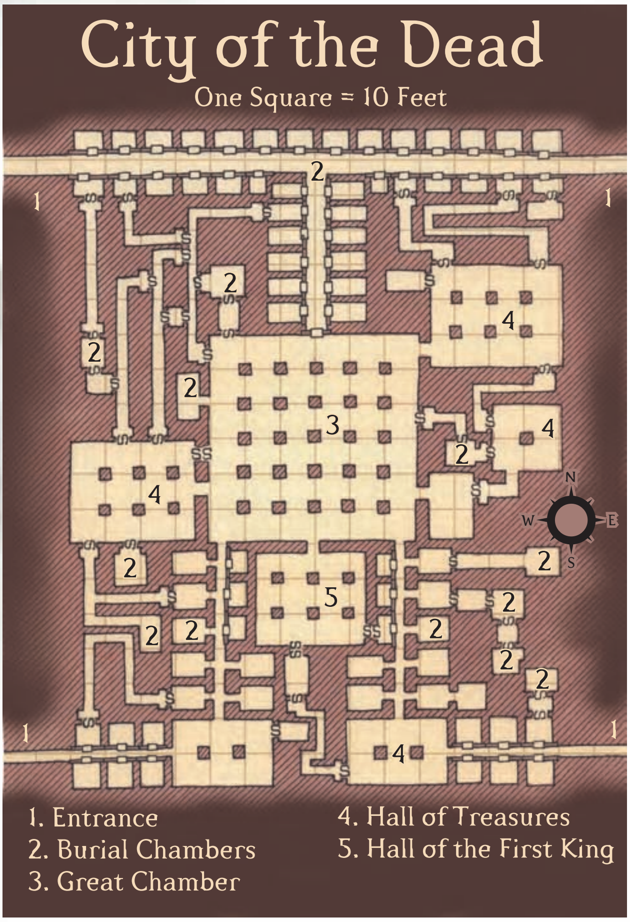
City of the Dead Encounters

d%	Encounter
01–10	*Acid fog* trap[1]
11–20	Fusillade of greenblood oil darts trap[1]
21–30	Compacting room trap[1]
31–40	Well-camouflaged pit trap[1]
41–50	Spiked pit trap[1]
51–70	2 mummies
71–80	2 wraiths
81–85	3 mummies
86–90	3 wraiths
91–98	Spectre
99–100	Mummy lord (10th-level cleric)

[1] These traps are detailed in Chapter 3 of the *Dungeon Master's Guide*.

Base Ability: You gain a +1 insight bonus on all Charisma-based checks. Your Charisma-based spells get a +1 insight bonus on caster level checks made to overcome a creature's spell resistance.

Recharge Condition: Find the Hall of the First King. There, translate the instructions on one of the many mosaics, either by means of a spell or magic item, by learning the ancient language, or by making a DC 35 Decipher Script check.



Higher-Order Ability: Once per week, you can use *mass charm monster* as a spell-like ability on creatures that share one element of your alignment (chaotic, evil, good, lawful, neutral). The total Hit Dice you can affect is equal to three times the caster level or one creature regardless of Hit Dice. Your caster level is equal to your character level.

Higher-Order Uses: 4.

SALT STATUARY (EL 7)

A great crack in the earth opened up a buried salt deposit, exposing the crystals to the elements. Staggered protrusions of the mineral jut from the broken surface, and strange forms of gleaming salt lie exposed in places weather cannot reach. They resemble statues of living things, but the forms are of creatures known in no history. They might be religious carvings or unfortunate beings transmuted to salt.

Initial Encounter: Roll on the Salt Statuary Encounters table the first time the PCs approach the rift.

Subsequent Encounters: Later visits to the site have a 25% chance of another encounter. If the characters wait a year or longer to visit the chasm, roll for an encounter as if they had never visited the location.

Salt Statuary Encounters

d%	Encounter
01–26	4 salt mephits
27–50	Brine ooze†
51–70	Behir
71–85	Salt mummy††
86–100	Waste crawler†

† New monsters described in Chapter 6.
†† New monster described on page 94.

Base Ability: You gain the Improved Heat Endurance feat.

Recharge Condition: You must successfully cast *flesh to salt* (see page 116) on a living creature within the region.

Higher-Order Ability: You can use *parching touch* (see page 118) as a spell-like ability. Your caster level is equal to your character level.

Higher-Order Uses: 12.

ETERNAL BREATH OF SENEFERU (EL 8)

The Eternal Breath of Seneferu is not static—it moves across the face of the desert as a permanent sandstorm. One doesn't so much find the Eternal Breath as get found by it. However, one can track the Eternal Breath by the trail it leaves in the sand after its passage—the Eternal Breath usually moves only a few feet per hour, though it sometimes surges ahead at a speeds of up to 15 miles per hour (130 feet per round).

Seneferu is the name of a wizard who once lived in the desert where the Eternal Breath roams. He sought the heart of the desert, a mystical force that drives desertification into living lands. Legend records that he found it in a tomb buried by the sands (some say buried in a divine sandstorm that lasted a year and a day).

Only a few know of the Eternal Breath's touchstone qualities. These creatures can call to Seneferu. If such seekers are sufficiently deep into the desert, the Eternal Breath responds, arriving 1d4 days from the moment it was first called.

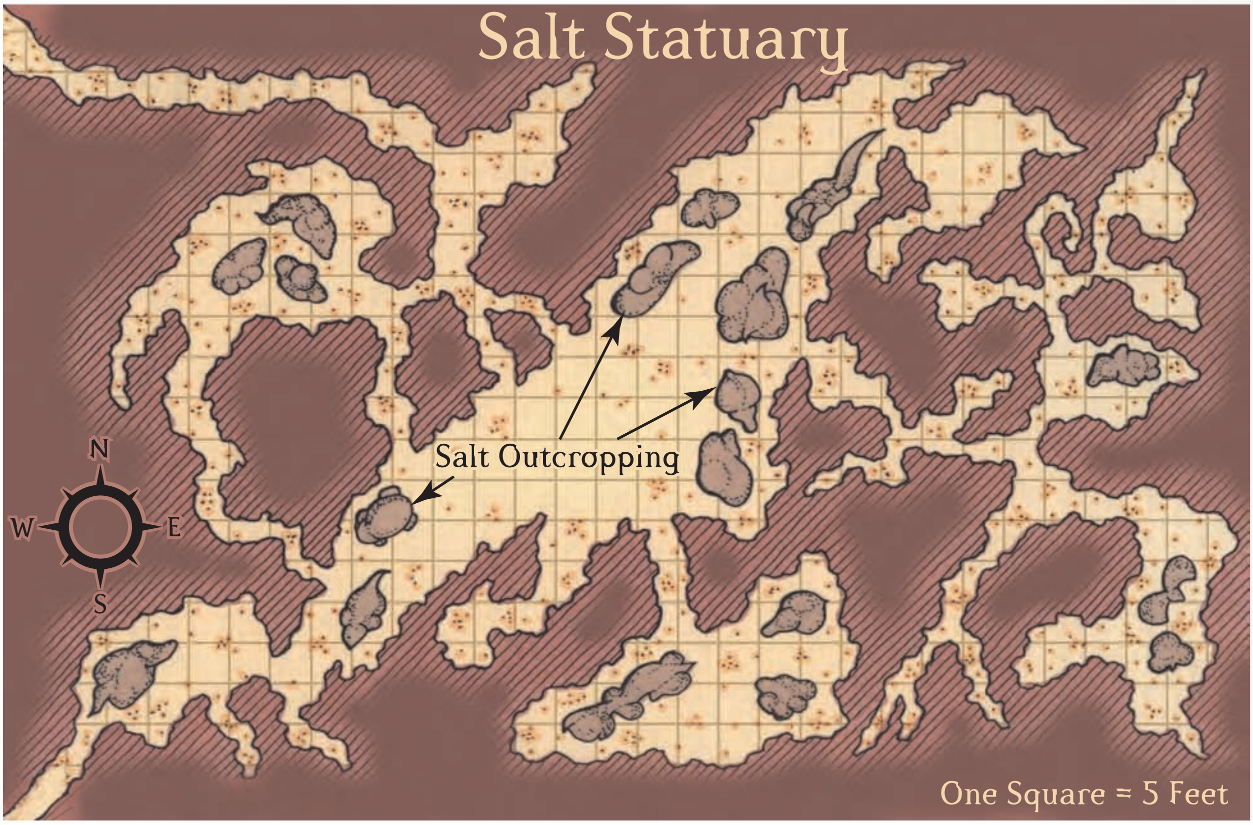
The Eternal Breath of Seneferu manifests as a sandstorm (see Sandstorms, page 16). Unlike a standard sandstorm, fell creatures move within the gritty winds of the Eternal Breath, immune to its biting sand. They attack anything they find within the storm.

Initial Encounter: Roll on the Eternal Breath of Seneferu Encounters table when the characters track down the roving sandstorm for the first time.

Eternal Breath of Seneferu Encounters

d%	Encounter
01–10	2 average xorns
11–50	3 average xorns
51–75	Death scarab swarm†
76–97	Mohrg
98–100	Elder xorn

† New monster described on page 184.



Subsequent Encounters: Unlike many touchstones, the Eternal Breath of Seneferu constantly draws to it the creatures noted in the encounter table. Thus, any time seekers track down or call the Eternal Breath after a span of more than five days has passed since the last visit, roll on the encounter table again.

Base Ability: You are less affected by powerful winds; moreover, you are refreshed and invigorated in windy environments. For the purposes of wind effects (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*) you are treated as a creature two sizes larger than your actual size. Any time you are exposed to an average wind speed of at least 21 miles per hour, you gain a +4 bonus on all Fortitude and Will saving throws. Moreover, you gain damage reduction 2/— against nonlethal damage dealt by a sandstorm.

Recharge Condition: Remain for 5 minutes within the Eternal Breath of Seneferu.

Higher-Order Ability: You can use *gust of wind* as a spell-like ability. Unlike the blast of air created by the normal *gust of wind* spell, the wind you create blows at 70 miles per hour (with the appropriate effects as indicated on Table 3–24 in the *Dungeon Master's Guide*). Your caster level is equal to your character level.

Higher-Order Uses: 8.

WELL OF AL-SHARAZ (EL 8)

All that remains of a fabled city of wonders, the Well of Al-Sharaz is an unremarkable stone well found deep in the barren waste of the Al-Sharaz desert, surrounded only by fallen and broken rock. The well is very narrow—about 2-1/2 feet wide—and very deep. The bottom cannot be seen, though pebbles dropped in return a distant splashing noise. Those who drink of the water from the well are said to gain the wisdom of the deities.

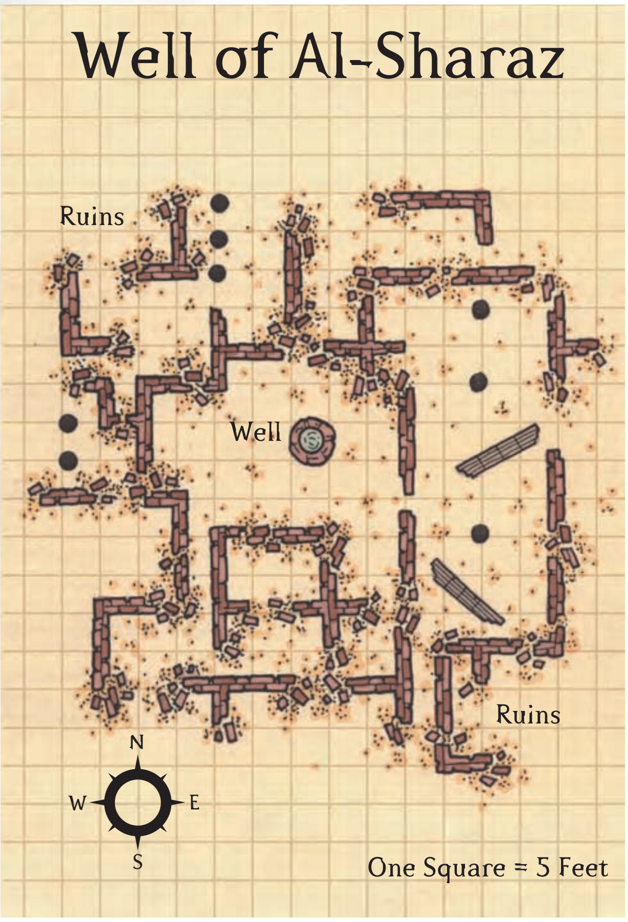
Initial Encounter: Roll on the Well of Al-Sharaz Encounters table whenever the characters visit the site. Unless otherwise noted, all the creatures mentioned below attack intruders.

Well of Al-Sharaz Encounters

d%	Encounter
01–15	1d3+1 jann (do not attack)
16–25	2 djinn (do not attack)
26–40	4 hieracosphinxes
41–55	Threskisphinx†
56–70	Criosphinx
71–75	Noble djinni (does not attack)
76–90	Gynosphinx
91–100	2 efreet

† New monster described on page 188.

Subsequent Encounters: Once the characters rid the area of creatures, subsequent visits have only a 50% chance of an encounter. If the characters fail to visit the location



for more than a year, roll for an encounter as if they had never visited the location.

Base Ability: Once per day, you can use *augury* as a spell-like ability. Your caster level is equal to your character level.

Recharge Condition: Drink three times in a row from the well, each time making a DC 20 Wisdom check. If any of the checks fail, you are so overwhelmed by the knowledge flowing through your mind that you become confused, as the *confusion* spell, for the next 24 hours.

Higher-Order Ability: You can use *divination* as a spell-like ability. Your caster level is equal to your character level.

Higher-Order Uses: 12.

SKYSEA (EL 9)

Formed during a fiery battle between a mighty wizard-king and an efreeti lord, the Skysea appears at first as only a remote shimmer. Eventually, to the distant eye, dunes seem to flatten and their hue appears bluish. Those who continue to approach notice that the sky itself seems to wrap down and around, and become part of the desert, while the desert seems to drop off into the sky. Clouds float deep within this strange expanse. Those who approach closer still see that the ground seems to drop away into deep sky. A shoreline of small dunes stretches to either side as far as the eye can see, beyond which is only an empyreal vastness. A haze of heat dances across the sky, and the air at the shoreline is so dry and hot that it burns the lungs. A small island seems to float in the center of the Skysea (the focus of this touchstone site).

The Skysea is great stretch of mirrored glass (see Glass Sea Terrain, page 29). Its surface is almost perfectly smooth, worn down by sandstorms over centuries, and the glass is an average of 10 feet thick. Skysea varies somewhat from typical glass seas—it is solid glass throughout, has no slope (or other terrain hazards associated with natural glass seas), and is slippery (a creature can move more than half speed only by making a DC 15 Balance check). The Skysea's temperature hovers around 150 degrees (see Heat Dangers, page 12) during the day, so most who travel across it do so at night.

Initial Encounter: Roll on the Skysea Encounters table when the characters first journey out onto the Skysea.

Skysea Encounters

d%	Encounter
01–10	2 average salamanders
11–50	2 hellcats
51–75	Waste crawler†
76–97	Androsphinx
98–100	Purple worm (punches up from below the glass)

† New monster described on page 191.

Subsequent Encounters: The Skysea covers miles of area, with a 5% chance of encounter every hour.

Base Ability: You gain a +6 bonus on saving throws against heat and fire.

Recharge Condition: Reach the mile-wide island at the center of the Skysea, where the ruins of an abandoned city lie.

Higher-Order Ability: You can use *desiccate* (see page 114) as a spell-like ability. Your caster level is equal to your character level.

Higher-Order Uses: 6.

VALE OF DEAD TREES (EL 9)

Some trees in the petrified forests of the wastes were once treants, though they too fell prey to the same geological processes that created the colorful stone trees. In places where a great many treants gathered to await their inevitable end, some vestige of their collective consciousness survives. Those who seek out those ancient locales, and show the proper reverence to the spirits of the treants, can gain their favor.

Initial Encounter: Roll on the Vale of Dead Trees Encounters table when characters visit the site for the first time. Those who dwell in the Vale feel a certain responsibility for the spirits of the treants and suspect the motivations of anyone who comes seeking power. These local denizens might not immediately attack interlopers, but they certainly pay close attention to what goes on in the Vale.

Vale of Dead Trees Encounters

d%	Encounter
01–30	4 3rd-level painted elf rangers
31–60	4 3rd-level painted elf rangers plus a 5th-level painted elf druid
61–90	4 5th-level painted elf rangers plus a 7th-level painted elf druid
91–100	4 5th-level painted elf rangers plus 2 7th-level painted elf druids

Subsequent Encounters: Once a character has proven herself worthy of a visit to the Vale of Dead Trees, the painted elves have a 25% chance of choosing to interact with the party. However, if the composition of the group has changed significantly, the painted elves assume it's a different group, and an encounter is guaranteed.

Base Ability: You gain damage reduction 2/slashing.

Recharge Condition: You must cast *commune with nature* at least once per day for three days while within the vale.

Higher-Order Ability: You gain the spell-like ability to animate a tree within 180 feet as a standard action. The tree takes 1 full round to uproot itself. Thereafter, it moves at a speed of 10 feet and has the statistics of a treant in all other respects. The animated tree loses its ability to move if you are dying, dead, or move out of range. This ability is otherwise similar to *liveoak*. Your caster level is equal to your character level.

Higher-Order Uses: 4.

SUNKEN BARGE (EL 10)

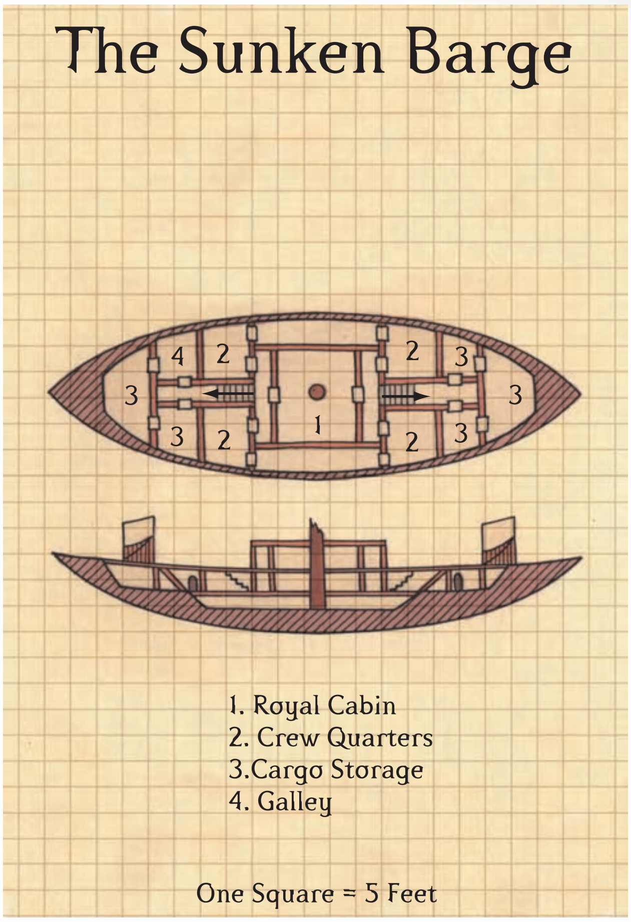
The wreckage of an ancient barge lies in the Salt Waste, half buried in the salt. Once the royal vessel of an ancient king of the plains folk, it capsized in a storm and sank, lost for thousands of years. Looters have long since stripped away anything of value, but have overlooked the greatest prize: the barge itself. Built by the high priests of Tem-Et-Nu, and blessed by the deity herself, those who carry a piece of the barge can call it to them, and sail it upon any river by Tem-Et-Nu's grace.

Initial Encounter: Roll on the Sunken Barge Encounters table when the characters first visit the site. The ghosts are always hostile.

Sunken Barge Encounters

d%	Encounter
01–15	Brine ooze†
16–25	4 ghost giant crocodiles
26–45	Ghost hippopotamus†
46–98	2 ghost hippopotami†
99–100	Ghost dire hippopotamus†

† New monster described in Chapter 6.



Subsequent Encounters: The ghosts that inhabit the area of the barge are numerous and tenacious. If the characters did not manage to permanently lay to rest ghosts they previously encountered at the barge, the same creatures might be there. Otherwise, roll again on the encounter table every time the characters visit the site.

Base Ability: You gain the ability to *water walk* as a spell-like ability for up to 10 minutes per day. The time need not be used consecutively, but a minimum of 1 minute is consumed with any use. Unlike the spell, this ability also allows you to walk on softsand and slipsand (see Chapter 1). Your caster level is equal to your character level.

Recharge Condition: Pour water all around the barge, so that wherever the barge touches the salt flats,

BARGE

Colossal vehicle; Profession (sailor) –2; Spd oars 5 ft. (nautical clumsy); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram —; Space 40 ft.; Height 10 ft. (draft 10 ft.); Crew 10 (40 phantom rowers); Cargo 100 tons. See the *Arms and Equipment Guide* for more information on barges and other ships.

it is at least damp. This requires 200 gallons of water. Then carve off a small piece of the damp barge to carry with you.

Higher-Order Ability: Once per week, you can drop or throw half of your piece of the barge into water to cause a phantom version of the vessel to appear on that spot (which must be large enough to support the barge's Colossal size, or nothing happens). You can then command the barge to voyage to any point on the water within one day's travel (about thirteen miles upriver—double that when traveling downriver). When one full day has passed, the barge sinks to the bottom, along with anything and anyone still aboard, and vanishes, although your piece of the barge appears in your hand at the same time.

Higher-Order Uses: 2.

TEMPLE OF THREE (EL 10)

A long row of statues, called the Avenue of Sphinxes, leads to the main entrance of this temple, which was originally a small part of a greater temple compound. Of that compound, only the Temple of Three remains. The rest of the buildings are tumbled ruins, and even the Temple of Three has seen better days.

Passing through the outer pylons into the nave of the temple, visitors discover a triple shrine dedicated to the worship of three mighty deities of old: Set, Sobek, and Apep. A grand frieze on the back wall of the nave depicts each of these deities, Apep in the ascendant. While the depictions of Set and Sobek seem faded and crumbling, Apep's relief sculpture seems vital, fresh, and so lifelike that it seems poised to leap into reality at any moment.

Initial Encounter: Roll on the Temple of Three Encounters table when the characters first arrive at the temple.

Temple of Three Encounters

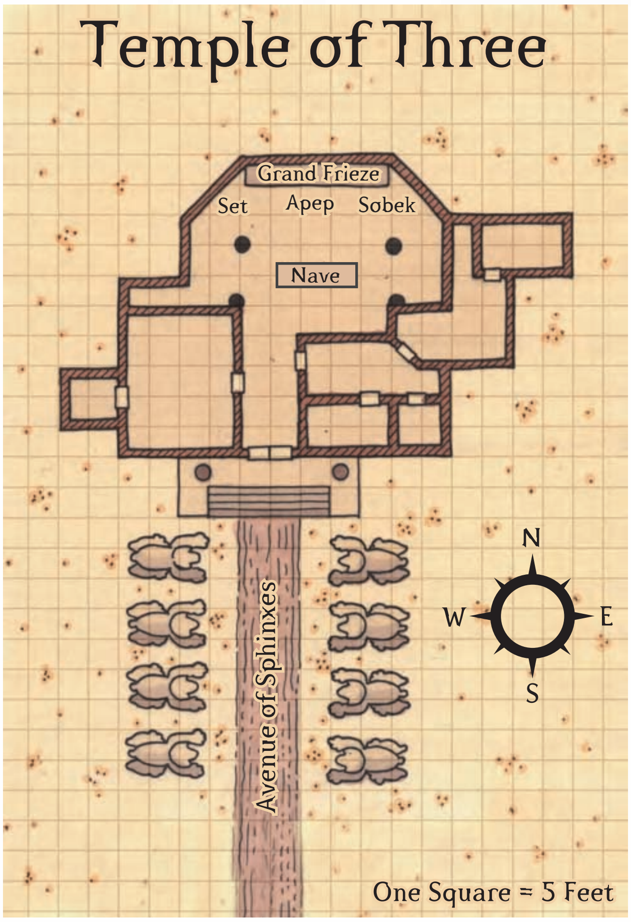
d%	Encounter
01–10	2 spectres
11–50	2 ogre magi
51–75	Dunewinder†
76–97	Salamander noble
98–100	Abyssal greater basilisk

† New monster described on page 159.

Subsequent Encounters: Once the PCs clear the temple, subsequent visits have only a 10% chance of an encounter. If the characters fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.

Base Ability: You gain a +6 bonus on Handle Animal and wild empathy checks with snakes and snakelike magical beasts.

Recharge Condition: Sacrifice precious gems worth at least 500 gp before Apep's visage.



Higher-Order Ability: You can use *summon monster VI* as a spell-like ability. Your caster level is equal to your character level. The only creature you can summon with this ability, however, is a fiendish giant constrictor snake.

Higher-Order Uses: 6.

WOMB OF KIKANUTI (EL 10)

The bhukas emerged from below the earth in vast antiquity, and they claim to be the only race still in contact with Kikanuti, the deity who nurtured all life in her subterranean womb until the proper time. Every bhuka phratry protects a relic of the Emergence. These relics are more than just ritual totems. When placed together in the correct pattern, they produce a stylized map that leads to the Womb of Kikanuti. Sometimes the deity's children come to the bhukas and bring a message, requiring a pilgrimage to the Womb. Sometimes the sacred site is defiled by the unworthy, and the normally peaceable bhukas go on a holy war to rescue and purify it. The Womb is the very essence of life and water.

The Womb of Kikanuti is a deep, water-carved cavern located beneath a vast, shallow salt lake. In the floor of the cave is a small, pure pool of water that grants healing to those who immerse themselves in it. When the bhukas first arrived on the surface, the opening to the

Womb was in a dry valley, but they sealed the entrance and Kikanuti diverted a stream into the lower ground to hide it. The stream is intermittent, pouring muddy water into the lake after storms and remaining bone-dry the rest of the year.

Initial Encounter: Roll on the Womb of Kikanuti Encounters table when the PCs first enter the lake.

Womb of Kikanuti Encounters

d%	Encounter
01–35	12 brine swimmers†
36–60	6 giant crocodiles
61–75	20-HD giant banded lizard†
76–90	Gray render
91–95	Sand dragon, young adult†
96–100	Sand dragon, adult†

† New monster described in Chapter 6.

Subsequent Encounters: Once the PCs rid the lake of creatures, they can attempt to find the hidden entrance to the Womb. However, violating the sanctum brings a party of ten 3rd- to 4th-level bhuka rangers, fighters, and rogues led by a 10th- to 12th-level druid (EL 12 to 14). If the PCs manage to survive and approach the area again after less than a year has passed, there is a 50% chance they encounter a bhuka patrol of six 3rd-level bhuka rangers led by an 8th-level bhuka druid (EL 10). If the heroes fail to visit the location for more than a year, roll for an encounter as if they had never visited.

Base Ability: You gain a number of temporary hit points at the beginning of each day equal to your Wisdom bonus (minimum 1). Temporary hit points retained from the previous day do not overlap with the temporary hit points from a new day.

Recharge Condition: You must bring an offering of turquoise, worth at least 100 gp, which you must place into the pool in the Womb's floor while intoning a prayer to Kikanuti. Then make a DC 20 Will save; if you fail, you gain no benefit and you fall unconscious for 1d4 hours. The offering is always consumed.

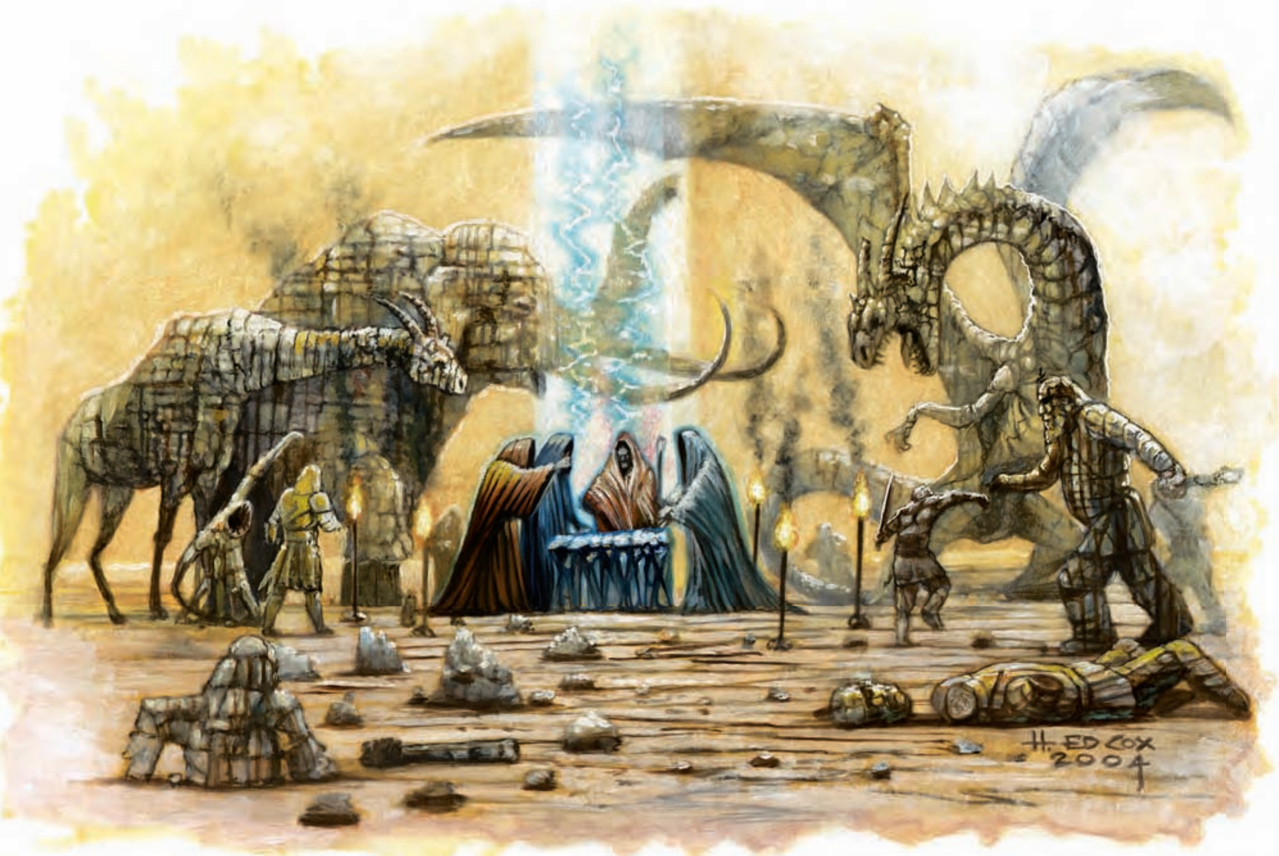
Higher-Order Ability: You gain fast healing 2 for 24 hours.

Higher-Order Uses: 2.

DUSTY CONCLAVE (EL 12)

In the deepest part of the most inhospitable depths of the waste is a grotesque gallery. What seem at first to be statues arrayed in a circle are soon revealed as petrified, fossilized, and transformed remnants of once-living creatures. Crude lumps of salt are scattered amid leathery corpses still holding the poses in which they died. This is the secret meeting place of the Dusty Conclave, a gathering of the strange desert wanderers known as walkers in the waste. At midsummer noon each year, the walkers gather to perform powerful magic rituals.

Illus. by E. Cox



The Dusty Conclave meets in the deepest heart of the waste

Initial Encounter: Roll on the Dusty Conclave Encounters table the first time the PCs approach the rift.

Dusty Conclave Encounters

d%	Encounter
01–20	4 12-HD ashwoms†
21–50	36-HD brine ooze†
51–65	2 dunewinders†
66–75	4 salt mummies††
76–100	Sand dragon, old†

† New monster described in Chapter 6.
†† New monster described on page 94.

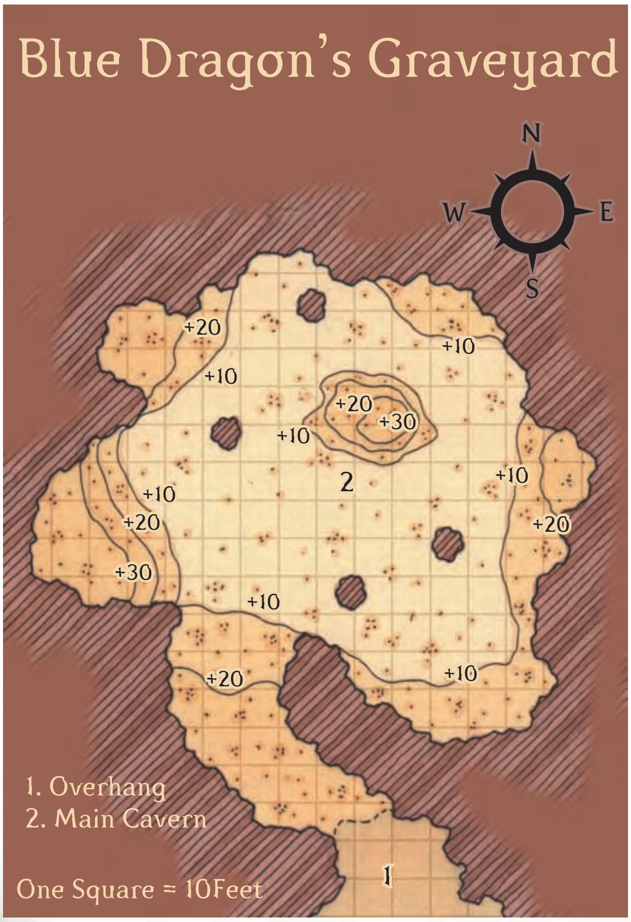
Subsequent Encounters: If the visitors enter this region again, they have a 50% chance of another encounter. If the characters fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.

Base Ability: Your natural armor bonus improves by 1.

Recharge Condition: You must restore life to a creature petrified by *flesh to stone* or *flesh to salt* within the circle of statues.

Higher-Order Ability: You can use *flesh to stone* as a spell-like ability. Your caster level is equal to your character level.

Higher-Order Uses: 2.



BLUE DRAGONS' GRAVEYARD (EL 17)

Deep in a cave hidden beneath an overhang in a canyon wall lays a huge pit filled with the gigantic bones of countless blue dragons. Unaccountably drawn here from all quarters of the world since the beginning of time, ancient blue wyrms journey to this place, lie down their heads one last time, and die. Treasure seekers sometimes brave the trackless wastes to seek the Blue Dragons' Graveyard but rarely find anything worth taking back—a horn here and some scales there. The real treasure is the great store of electrical energy the dragons have left behind.

Initial Encounter: Roll on the Blue Dragons' Graveyard Encounters table when the characters first visit the site. Adventurers are likely in search of treasure and do not know of the powers of the graveyard. Blue dragons are either in search of treasure or have come to die.

Blue Dragons' Graveyard Encounters

d%	Encounter
01–40	Adventurers (4 13th-level NPCs)
41–45	1d4+1 juvenile blue dragons
46–50	1d2 young adult blue dragons
51–55	Blue dragon, adult
56–65	Blue dragon, mature adult
66–80	Blue dragon, old
81–90	Blue dragon, very old
91–95	Blue dragon, ancient
96–98	Blue dragon, wyrm
99–100	Blue dragon, great wyrm (dying; Str 30, Dex 8, and Con 13)

Subsequent Encounters: The Blue Dragons' Graveyard is never completely abandoned. Even if the characters clear the area, there is still a 40% chance of an encounter each time they visit the place.

Base Ability: You gain electricity resistance 5.

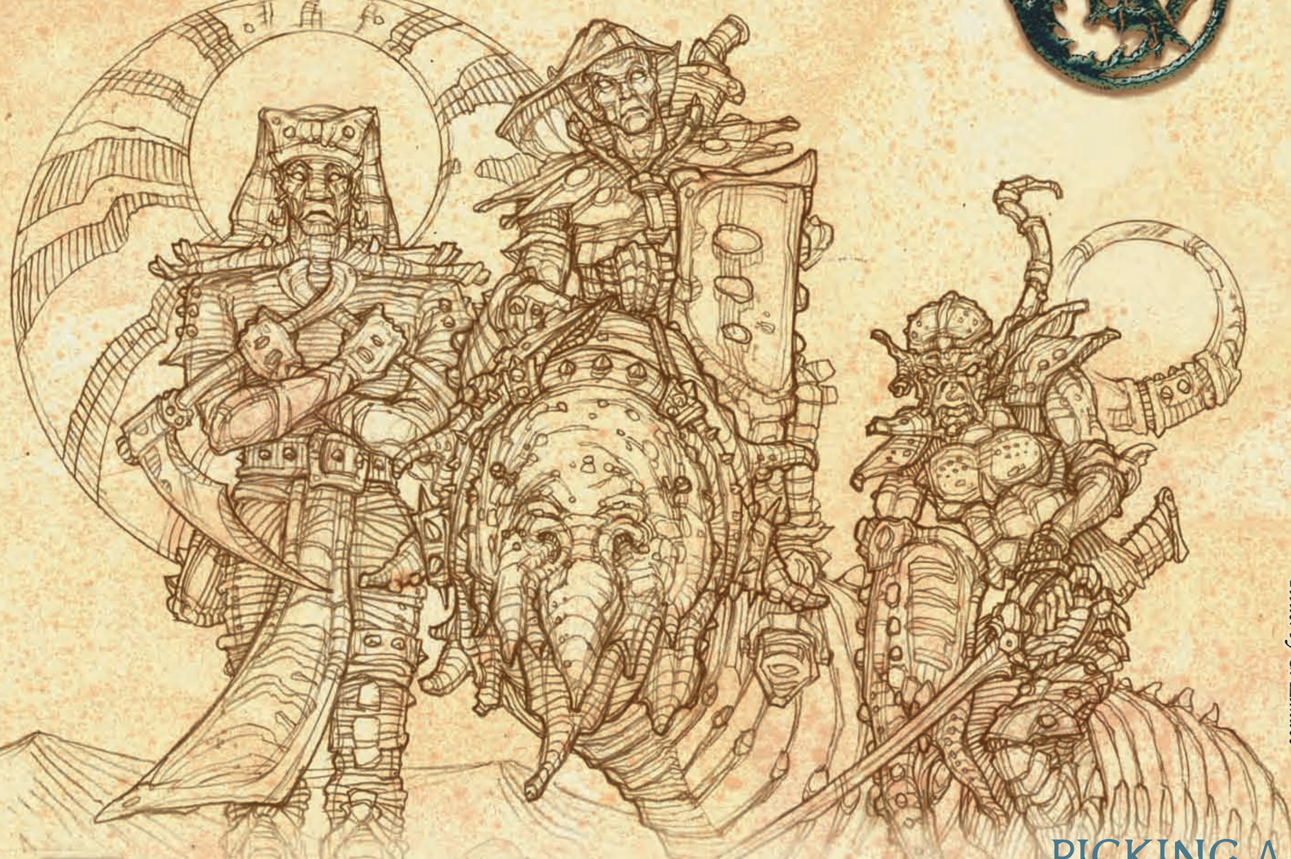
Recharge Condition: Deal 50 points of electricity damage to the bones of the Graveyard in a single attack, casting, or activation.

Higher-Order Ability: You can breathe a line of lightning, the length of which is determined by your size. (See the Dragon Breath Weapons table, page 69 of the *Monster Manual*.) The line of lightning deals 1d8 points of damage for every two character levels you have. A successful Reflex save (DC 10 + 1/2 your character level + your Con modifier) halves the damage.

Higher-Order Uses: 4.

PRESTIGE CLASSES

CHAPTER THREE



Illus. by C. Lukacs

A multitude of risks threaten those who walk the waste, but brave souls can also discover opportunities almost without number. Deep ravines concealed from the scorching sun for long ages hide the bones of monsters, and the ancestors of long-dead races haunt many oases. Mysterious ruins of ancient rulers who sought immortality by building structures that could last eons lie buried in the sand, and hardened folk descended from those who have lived in the desert sands for generations eke out harsh livings in the waste.

Lore of ancient vintage, but new to visitors, also threads its way through the societies of the waste. Specialists, trained to survive in the punishing environment, wander the arid lands in pursuit of their own inscrutable goals. For instance, a lord of tides's ability to find water is merely a stepping stone to even greater abilities that the element of water can empower. Likewise the sand shapers, long thought extinct, preserved their lore in vaults of dead cities. Sometimes, the brave discover that lore, training themselves in the sand shaper craft. Less rare, but no less dangerous, are the heritors of the scorpion, who revere the essence of the desert scorpion.

PICKING A PRESTIGE CLASS

Before you choose any of the prestige classes in this chapter, it's reasonable to ask your DM the following question: How much time do you anticipate the campaign spending in waste areas? Some of these prestige classes (the sand shaper in particular) won't translate well to other environments, and you should carefully consider taking levels in one of these classes if you know the campaign won't be taking place in an appropriate environment.

For campaigns that do not occur solely within the waste, most of the prestige classes detailed in this chapter remain viable in any region.

These prestige classes all share a connection to the elements of the waste, but they're otherwise quite different from one another. Table 3–1, on the next page, provides some suggestions to start your browsing. Terms used on that table are defined in the following text.

Good Guys: Members of this group define themselves by their alignment and their outlook on the world first, their other abilities second. Their strengths reflect their alignment choices, and roleplaying one means putting attitude first. A good guy designation doesn't mean that every such character is a hero in your campaign.

Tied to Waste: These prestige classes are powerful within the waste, but considerably weaker beyond it.

Combat-Focused: These prestige classes are particularly good at fighting with weapons, whether natural or manufactured.

Strong Spellcasting: Prestige classes in this category are good choices for spellcasters who want their progress toward higher levels of magic to be uninterrupted.

Moderate Spellcasting: These prestige classes don't get top-notch spells quickly, but they have other abilities to make up for their reduced progress.

Mounted: These characters prefer to ride into and out of combat and often have abilities that improve the capabilities of their mounts or other abilities related to fighting.

TABLE 3–1: PRESTIGE CLASS GROUPINGS

Group	Prestige Classes
Good Guys	Scion of Tem-Et-Nu
Tied to Waste	Walker in the waste
Combat-Focused	Ashworm dragoon, scion of Tem-Et-Nu
Strong Spellcasting	Lord of tides, sand shaper, walker in the waste
Moderate Spellcasting	Scion of Tem-Et-Nu
Mounted	Ashworm dragoon

ASHWORM DRAGOON

> *"Only the desert has a fascination: to ride alone—in the sun of the forever unpossessed country—away from man. That is a great temptation."*
>
> *—Nebkhas, an ashworm dragoon*

Some of the sand-hardened folk who have lived in the desert for millennia have come to appreciate the qualities of the ashworm. The skill of training ashworms as mounts has become popular, but you have been able to form a bond with a single ashworm so strong that the ashworm serves almost as an extension of your will. You, and talented riders like you, are known as ashworm dragoons.

As an ashworm dragoon, you ride across the vast desert sands (and sometimes beneath or beyond). You choose your own path, whether that involves defending your people, taking service with a patron, or striking out in search of adventure.

BECOMING AN ASHWORM DRAGOON

Most ashworm dragoons are fighters, though some barbarians and rangers, and even a few rogues, might take a few levels in this class. The required Mounted Combat and Ride-By attack feats, as well as ranks in Ride and Handle Animal, are important to capitalize on the class's abilities and show devotion to the path.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.
Skills: Handle Animal 4 ranks, Ride 8 ranks.
Feats: Mounted Combat, Ride-By Attack.
Special: Must have ridden an ashworm.

TABLE 3–2: THE ASHWORM DRAGOON **HIT DIE: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ashworm mount, saddle bonus
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Heightened sting
4th	+4	+4	+1	+1	Relentless shield
5th	+5	+4	+1	+1	Stamp into the sand
6th	+6	+5	+2	+2	Sand rider
7th	+7	+5	+2	+2	Full mounted attack
8th	+8	+6	+2	+2	Spirited worm
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Earth rider

Class Skills (2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Profession, Ride, and Spot.

CLASS FEATURES

All of the following are class features of the ashworm dragoon prestige class.

Ashworm Mount (Ex): You have the service of a loyal ashworm that serves you as a mount. Unlike the ashworms sold as regular mounts, this ashworm's poison stinger is not clipped. Moreover, it never tries to submerge when it reaches open sand, as ashworms sold as mounts do. Finally, your ashworm serves readily as a combat steed. To ride your mount, you need special tack, harness, and an exotic saddle, all of which costs 70 gp.

Your ashworm is so loyal to you that it bears you without complaint on the surface of the sand, as well as on other surfaces found in nonwaste regions, for months or even years at a time.

Your ashworm is more powerful than a typical representative of its species, and it grows stronger as you gain ashworm dragoon levels. See the table below for details.

ASHWORM ADVANCEMENT

Dragoon Level	Bonus HD	Natural Armor Adj.	Str Adj.
1st–2nd	+2	+4	+1
3rd–4th	+4	+6	+2
5th–6th	+6	+8	+3
7th–8th	+8	+10	+4
9th–10th	+10	+12	+5

If your ashworm mount is slain, you can obtain a new mount after a day of searching in any appropriate waste area.

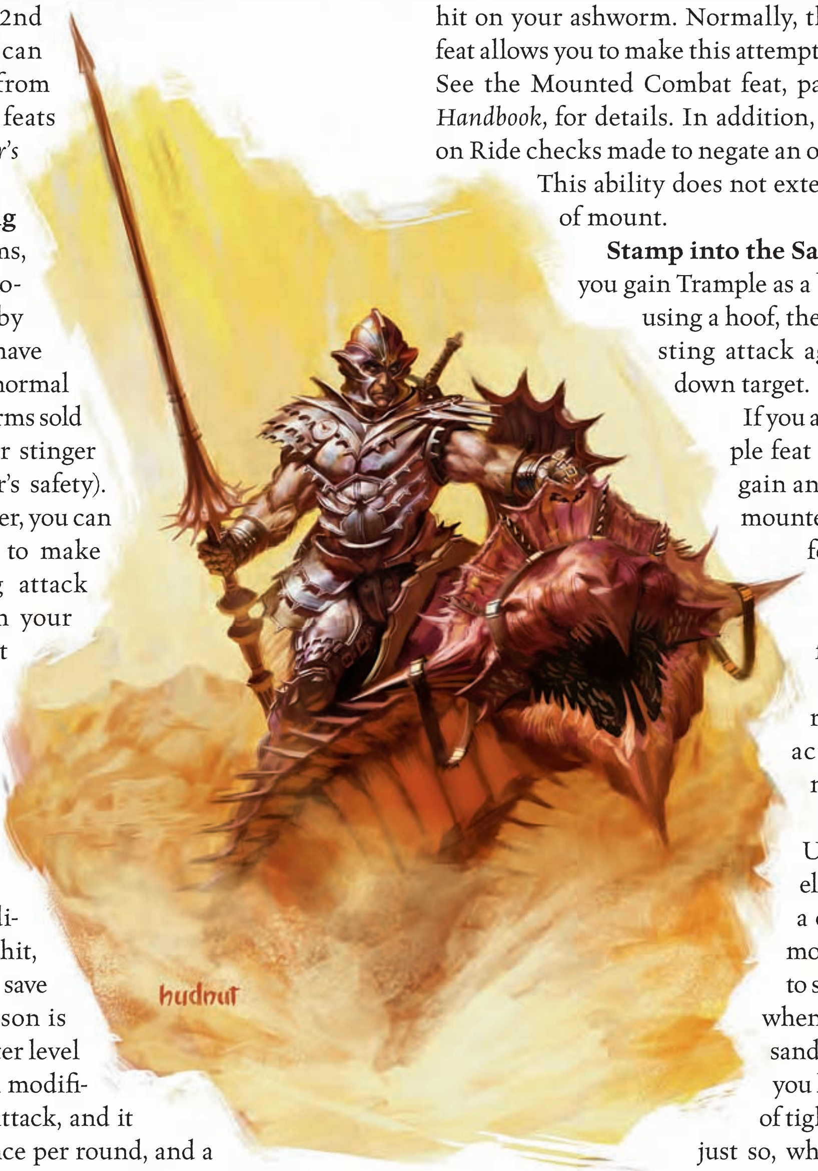
Saddle Bonus (Ex): You gain a competence bonus equal to your class level on all Handle Animal and Ride checks associated with your ashworm while you are mounted.

Bonus Feat: At 2nd and 9th level, you can choose a bonus feat from the fighter bonus feats given in the *Player's Handbook*.

Heightened Sting (Ex): Wild ashworms, and ashworms chosen as mounts by dragoon characters, have a poisonous stinger (normal saddle-broken ashworms sold as mounts have their stinger clipped for the rider's safety). At 3rd level and higher, you can induce your mount to make a heightened sting attack in conjunction with your regular attacks that round. When making a heightened sting attack, the ashworm's attack roll modifier is equal to your base attack bonus + the ashworm's Str modifier. On a successful hit, the victim's Fortitude save DC to resist the poison is 10 + 1/2 your character level + the ashworm's Con modifier. This is a special attack, and it can be made only once per round, and a total number of times per day equal to your class level.

In rounds when you choose not to make a heightened sting attack, the ashworm can make a normal sting at its regular attack bonus, and the DC to resist the poison is determined normally.

Relentless Shield (Ex): At 4th level and higher, you can make a Ride check after any attack that successfully strikes your ashworm mount, in an attempt to negate the hit on your ashworm. Normally, the Mounted Combat feat allows you to make this attempt only once per round. See the Mounted Combat feat, page 98 of the *Player's Handbook*, for details. In addition, you gain a +2 bonus on Ride checks made to negate an opponent's attack roll. This ability does not extend to any other type of mount.



Nebkhas the ashworm dragoon astride his mount

Illus. by D. Hudnut

Stamp into the Sand (Ex): At 5th level, you gain Trample as a bonus feat. Instead of using a hoof, the ashworm makes one sting attack against the knocked-down target.

If you already have the Trample feat (or gain it later), you gain an extra benefit: When mounted on your ashworm, a foe you have knocked down using Trample is so thoroughly flattened that rising from a prone position requires a full-round action instead of a move action.

Sand Rider (Su): Upon reaching 6th level, you have formed such a close bond with your mount that you are able to stay with the ashworm when it travels beneath the sand. During these trips, you have learned the trick of tightening your harness, just so, while at the same time guiding your sandswimming mount in an expert manner that allows you to cling to the ashworm's back without being swept off, and without fear of suffocation. This ability does not allow you to remain attached when the ashworm burrows through solid earth (but see the earth rider class feature, below), and you can travel in this manner for 1 minute per class level at a time before you and your mount must surface for air.

DRAGOON PALADINS

Ashworms have a poison attack, but many paladins forswear the use of poison. As such, most paladins who become ashworm dragoons go through a lengthy ritual known as the Consecration of the Sifting Sand. The daylong ritual includes wilderness fasting, prayer, and the removal of the ashworm's poison-producing glands (followed by *cure* spells so the ashworm doesn't suffer).

When the Consecration of the Sifting Sand is complete, the ashworm has permanently lost its poison attack, but a mystic bond has developed between the ashworm and the paladin/dragoon. The ashworm gains the benefits of being a paladin's special mount (as described on page 44 of the *Player's Handbook*), and the dragoon can now call the ashworm from the celestial realms in which it now resides (often the white sands of the Mithardir layer of Arborea, despite that plane's chaotic tendencies).

Full Mounted Attack (Ex): Beginning at 7th level, you can make a full attack when your mount moves more than 5 feet but no farther than its speed as a single move action. You cannot combine this full attack with a charge action.

Spirited Worm (Ex): You gain Spirited Charge as a bonus feat at 8th level.

If you already have Spirited Charge (or gain it later), you gain an extra benefit: When mounted on your ashworm and using the charge action, you deal an extra 1d6 points of damage (or 2d6 with a lance). This ability does not extend to any other type of mount.

Earth Rider (Su): At 10th level, your bond with your mount is so close that you are able to stay with the ashworm even when it travels beneath packed earth. During these trips, you have learned the trick of quickly adjusting your harness, while at the same time guiding your burrowing mount in an expert manner that allows you to cling to the ashworm's back without being swept off, and without fear of suffocation. You can travel in this manner for 1 minute per class level at a time before you and your mount must surface for air. An ashworm cannot burrow through solid rock. If it is forced to stop burrowing (such as if it is slain) while you are on its back, you are subject to the normal hazards of being buried alive.

PLAYING AN ASHWORM DRAGOON

The aptitude, strength, and form of the ashworm, both in its ability to swim below earth and sand, as well as its lethal sting in conflict, are noble and even beautiful. The bond you form with your mount is in part dependent on this appreciation. The bond also relies upon the trust your ashworm mount places in you—it depends on you to provide adequate food, shelter, and care, and to use your skills to protect it in combat. In return, you trust your mount to bear you without complaint, to stand brave when danger threatens, and to fight with a fury that matches your own when conflict inevitably descends.

The life of the ashworm dragoon is that of a wanderer. As a result, you must often leave the desert sands behind from time to time. An ashworm, confident in its rider, will bear you equally well across packed earth, stone, or even cobbled city streets.

When you travel away from the heat and sands, you must perforce deal with those who have never seen an ashworm, let alone a dragoon. It is your burden to accept the gaping looks, the comments (some unkind), and other related behavior of the creatures you meet with dignified calm. Your dignity goes to show the narrow-minded how noble the ashworm can be.

While a common mount, no matter how well trained, still requires a touch of the whip, your ashworm needs only a subtle hint to know your desire. So, too, can you recognize the signs and postures of your ashworm, which lets you know when it is hungry, tired, or has a particular interest in some bit of the environment. Letting the ashworm have its head from time to time is as important as expecting its complete loyalty in desperate situations.

Combat

You are an accomplished warrior in your own right, but with your ashworm mount, you are an even more potent force. Merely riding your mount against nonmounted foes grants you a +1 attack bonus on all your melee attack rolls from higher ground (see page 157 of the *Player's Handbook* for details on mounted combat), a boon that cannot be overlooked. Of course, you must keep your mount safe from reprisal attacks. To that end, it should always be in the front of your mind to use your Mounted Combat feat. This becomes all the easier when you reach 4th level and gain the relentless shield ability, and you can attempt to negate every attack against your mount, instead of just one attack per round.

At 3rd level, your bond with your ashworm mount becomes so refined that through clever use of the reins and positioning of your mount, the ashworm can make attacks boosted by your own base attack bonus. Energized by the heat of battle, the ashworm produces even more potent poison for these particular attacks.

At 6th level, you can use the sand rider ability to sneak up behind enemies, position yourself for a charge, and otherwise use terrain to your advantage.

Consider wielding a lance—a charging ashworm can cause even the strongest foe to tremble, especially if you've taken the Spirited Charge feat and reached 8th level, when you gain the spirited worm class feature.

Advancement

You fight from the exotic saddle of your ashworm. To this end, use the feats you gain every four levels, as well as the bonus feats offered by the dragoon class, to enhance your mounted fighting ability. Getting the Trample and Spirited Charge feats are good ways to leverage the abilities offered by the class, though of course you could just rely on getting them by way of the stamp into the sand and spirited worm class features, and use feat slots to build on another fighting strategy.

Socially, ashworm dragoons are considered somewhat akin to knights among desert people—they wander and take up quests, doing good (or evil), and otherwise engage in high adventure. Often, these adventures lead away from the desert, especially if you team up with a group of like-minded wanderers who hail from greener lands.

Resources

The obedient ashworm class feature assures that you will always be able to obtain a mount. However, your best bet for procuring custom harness and tack, barding, and other particulars associated with the ashworm is from the roving communities of desert people most strongly associated with ashworms: the painted elves. The painted elves can provide you with this equipment at the prices you would expect to pay for a horse's accoutrements in a temperate region (roughly 60 gp).

ASHWORM DRAGOONS IN THE WORLD

Ashworm dragoons hail from the hot sands of desert regions, but many end up venturing far from where they first learned the art of husbanding an ashworm. Without the ashworm herders, an ashworm dragoon would lack someone to teach him his skills.

Organization

Several nomadic tribes, not all of them of the same race (but including some human tribes and several painted elf tribes), follow great herds of ashworms across the desert. While some desert nomads rely on raiding or hunting to survive, these "pastoralists" rely on the ashworm to meet all their needs. Ashworm herders follow the creatures' seasonal migration patterns, which can vary from year to year. The timing and destinations of migrations are determined primarily by the needs of the herd for water and food. These nomadic societies do not create permanent settlements, but live in tents or other easily constructed dwellings year round. Herding nomads are self-sufficient in procuring most other necessities.

Ashworms are rarely killed for family use alone. Fresh meat is distributed throughout the community. The tribes usually do not have the capability of adequately preserving meat, making this practice the most efficient use of the animals. Not only does this tradition ensure that no spoilage takes place but also sets up numerous obligations to reciprocate within the community, promoting cooperation and solidarity. The slaughter of an ashworm has become a ritual occasion to feed both the deities and the people.

Ashworm herders have distinct personality traits: They tend to be cooperative with each other and aggressive toward outsiders. They make important decisions quickly and act on them independently. Most important, they have a profound attachment to their animals.

An ashworm herder leader is someone who can direct the movements of the herd and decide on an optimum strategy for using scarce resources without having to consult others. The leader aggressively defends the herd by expanding territory at the expense of other tribes.

Members of herder tribes often acquire prestige and power by being brave and successful in raids, as well as by accumulating large ashworm herds. As a result, there is often a great gap in status between a young man or woman and an elder of the herding tribe.

Unless bonding comes naturally, those interested in learning how to become an ashworm dragoon must travel awhile with a particular herding tribe to learn the secrets of ashworm bonding from a nomad elder.

NPC Reactions

Depending on the season, ashworm herders are either eagerly sought (during the trading season), or feared and fled from (during the raiding season). However, ashworm dragoons stay separate from any one nomadic community more often than not, and popular accounts ascribe ashworm dragoons as following personal codes of knightlike honor.

Because of the stories of personal bravery and supposed honor, those with troubles in need of resolution sometimes seek out ashworm dragoons. While not every dragoon follows a personal code of chivalry, most are happy to accept dangerous tasks in return for suitable recompense.

ASHWORM DRAGOON LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research the ashworm dragoons to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: Anyone can buy ashworms that are broken to the saddle, though they are somewhat skittish and their temperament suffers when their poisonous stinger is clipped.

DC 15: Some very skilled individuals learn how to ride wild ashworms with exceptional skill. These ashworm dragoons ride a better breed of ashworm, and do not fear their own mount's sting.

DC 20: Those who seek to train as an ashworm dragoon must seek an elder of one of the nomadic herding tribes—an elder of the tribe is usually predisposed to train those who first offer a significant gift.

DC 30: The master ashworm dragoon can ride an ashworm below the sand without harm, and even through solid earth.

PCs trying to establish contact with an ashworm dragoon (for whatever reason) are best served by first finding one of the large tribes that herd ashworms. Someone in the tribe will have the skills of a dragoon, or know where dragoons can be found.

ASHWORM DRAGOONS IN THE GAME

Questing dragoons can spread forth from the desert, and are potentially found in all arid and temperate environments.

This prestige class is for those who like an honest, stand-up fight, and it is most suited to fighters. While the keeping and stabling of a mount might seem onerous to some, the benefits of a mount should not be dismissed lightly. Moreover, because an ashworm can climb even sheer walls, no dragoon should worry about bringing an ashworm into a dungeon environment because of potential obstacles.

Adaptation

The ashworm dragoon should fit into any campaign with little or no customization.

Encounters

The PCs should encounter only a few NPC ashworm dragoons. The first time the characters come close to a desert's edge or must past through a sandy waste would be an ideal time for them to get the help of an accomplished dragoon.

EL 8: Nebkhas the ashworm dragoon might serve the characters as a guide, guard, chance acquaintance, or possibly as an enemy if the PCs find themselves on the wrong side of a tribe of nomadic ashworm herders.

Nebkhas: CR 8; Male human fighter 5/ashworm dragoon 3; CR 8; Medium humanoid; HD 8d10+24; hp 72; Init +1; Spd 30 ft.; AC 25, touch 11, flat-footed 24; Base Atk +8; Grp +12; Atk +14 melee (1d8+7/19–20, *+1 longsword*) or +14 melee (1d8+5/×3, *+1 lance*); Full Atk +14/+9 melee (1d8+7/19–20, *+1 longsword*) or +14/+9 melee (1d8+5/×3, *+1 lance*); SA heightened sting; SQ obedient ashworm, saddle bonus; AL NG; SV Fort +10, Ref +3, Will +3; Str 19, Dex 13, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +11, Handle Animal +11 (+14 with ashworm mount while mounted), Ride +12 (+15 with ashworm mount while mounted); Cleave^{B}, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack^{B}, Weapon Focus (lance)^{B}, Weapon Focus (longsword), Weapon Specialization (longsword)^{B}.

Language: Common.

Heightened Sting (Ex): Three times per day, Nebkhas can induce Shabbak to make a heightened sting attack in conjunction with Nebkhas's regular attacks that round. This attack is made with a +13 bonus. On a successful hit, the victim takes normal damage and must make a DC 17 Fortitude save or be poisoned. The poison deals 2d6 points of initial and secondary Strength damage. Shabbak can make this attack only once per round.

Obedient Ashworm (Ex): Nebkhas has an ashworm mount as a loyal companion. The creature's abilities and characteristics are summarized below.

Possessions: +2 full plate, +2 heavy steel shield, +1 lance, +1 longsword, gauntlets of ogre power.

Shabbak: Ashworm mount; CR —; Large magical beast; HD 7d10+21; hp 59; Init +0; Spd 30 ft., burrow 30 ft., climb 5 ft.; AC 20, touch 9, flat-footed 20; Base Atk +7; Grp +17; Atk or Full Atk +12 melee (1d6+9 plus poison, sting) or +13 melee (1d6+9 plus poison, heightened sting); SA poison; SQ evasive diver, tremorsense 60 ft.; AL N; SV Fort +8, Ref +7, Will +5; Str 23, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +17, Listen +6, Spot +3, Survival +5; Alertness, Iron Will, Lightning Reflexes.

Poison Stinger (Ex): Injury, Fortitude DC 16, initial damage 2d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Evasive Diver (Ex): In areas of sand (not packed earth or stone), if Shabbak makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead manages to instantly dive below the protective sand or earth and takes no damage. If Nebkhas is riding Shabbak at the time, and Shabbak succeeds at the saving throw, Nebkhas also takes no damage, as he is pulled beneath the sand along with his mount.

LORD OF TIDES

"I am a physician with my finger on the pulse of the earth."
—Hintak'anai, a lord of tides

Survival in the waste depends on the ability to locate drinkable water, and many desert dwellers have this innate sense. The abilities of the lord of tides go beyond this basic need. You are in touch with the power of Kikanuti; as you grow in experience and power, you gain control over the lifeblood of the world. You can sense the movement of magma, summon beings of elemental might, and even open portals to the Elemental Planes.

BECOMING A LORD OF TIDES

The ranger or druid class is the most likely to produce a lord of tides; Knowledge (nature) and Survival are class skills for you. Clerics also enter this class, particularly those who specialize in magic dealing with water, although they must usually take ranks in Survival as a cross-class skill. Wisdom is the most important ability for the class, both for Survival-related checks and spellcasting). Charisma is also important, since this class entails leadership responsibilities.

ENTRY REQUIREMENTS

Skills: Survival 8 ranks.
Feats: Scorpion's Resolve.
Spells: Ability to cast 2nd-level divine spells.
Special: You must undergo an initiation ritual and return with a relic (see Playing a Lord of Tides, below).

CLASS FEATURES

All of the following are class features of the lord of tides prestige class.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you

Table 3–3: The Lord of Tides **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Locate potable water, Heat Endurance	—
2nd	+1	+3	+0	+3	*Release the water within* 1/day	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Burrow 5 ft. (earth)	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	*Release the water within* 2/day	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	—	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	*Summon elemental*	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	*Release the water within* 3/day	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	*Summon elder elemental*	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	Elemental jaunt	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Elemental portal, *release the water within* 4/day	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Knowledge (geography), Knowledge (nature), Knowledge (the planes), Listen, Profession, Search, and Survival.

had more than one spellcasting class before becoming a lord of tides, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Locate Potable Water (Su): This ability is similar to the *locate water* spell (see page 117), but in addition to determining the size and distance of water bodies, you can tell whether the water is drinkable. If it is not drinkable, you can sense the reason, such as salt, poison, infectious organisms, or magical fouling. The ability takes a full-round action to initiate and lasts for 10 minutes.

Heat Endurance: You gain Heat Endurance as a bonus feat. If you already have the Heat Endurance feat, you instead gain Improved Heat Endurance.

Release the Water Within (Sp): Starting at 2nd level, you can painfully extract water from living creatures once per day, creating a puddle at their feet. When you use this ability, a living creature you target within 30 feet must succeed on a Fortitude save (DC 10 + lord of tides level + your Wis modifier) or take 1d8 points of dessication damage per lord of tides level. This dessication damage cannot be healed (even with *cure* magic) until the creature drinks at least 1 quart of water. Creatures that fail their saves take damage and are fatigued until they drink a quart of water.

If you kill a living creature with this ability, the puddle of water around the body animates 1 round later into a water mephit, which you can control for up to 1 minute per lord of tides class level. After the duration has expired, the mephit collapses back into a puddle of inanimate water.

At 4th, 7th, and 10th level, you gain more daily uses of this ability.

Burrow (Ex): On attaining 3rd level, you gain a burrow speed of 5 feet. This ability allows movement only through relatively soft materials, such as earth and sand. Many dungeon floors and buildings are made of stone, which you cannot pass through with this ability. You do not gain any special ability to avoid suffocation.

Summon Elemental (Sp): Beginning at 6th level, you are able to summon a Large elemental once per day, which must have the water subtype. The ability is otherwise identical to the *summon monster VI* spell (see page 287 of the *Player's Handbook*). When you reach 8th level, this ability improves: You can summon either an elder elemental once per day or a Large elemental three times per day, which can have the water or fire subtype. The ability is otherwise identical to the *summon monster IX* spell (see page 288 of the *Player's Handbook*). Your effective caster level for this ability is equal to 10 + your lord of tides class level.

Elemental Jaunt (Su): At 9th level you gain the ability to shift to an elemental plane for short times, once per day as a standard action. This ability is similar to the *plane shift* spell (see page 262 of the *Player's Handbook*), but you and up to eight willing creatures remain on the elemental plane for up to 1 minute per lord of tides class level. This ability grants no protection against the environmental hazards of the chosen plane.

Elemental Portal (Su): This ability is the pinnacle of the art embodied in the lord of tides class. When you reach 10th level, you can create a limited-use portal between the Material Plane and a location of your choice that you have visited on any elemental plane. The portal appears as a two-dimensional circular aperture with a radius of 10 feet, which resembles an eddy of colored water standing vertically in the air. The color of the water depends on the plane to which the portal connects: pale blue for the Elemental Plane of Air, green for the Elemental Plane of Earth, red for the Elemental Plane of Fire, and deep blue for the Elemental Plane of Water.

The portal you bring into being is usable twice per day and is keyed to a special object you make as part of the creation process. The possessor of this portal key can activate the portal and pass through it as a standard action. Any other creatures wishing to pass through must do so within 1 round after the key-holder opens it. Once the portal is open, touching or passing through it instantly transports a creature to the elemental plane, provided the creature fits within its physical dimensions. The portal grants no protection against the environmental hazards of that plane. A solid object at the destination point prevents the portal's operation, but not the presence of a creature (the traveler is instead transported to the closest possible space to the original destination). Unattended objects cannot pass through a portal, but a traveler can carry up to 850 pounds of equipment.

To create the portal, you must assemble raw materials (gold dust, precious stones, and refined alchemical substances) costing at least 30,000 gp; this cost is halved if the portal connects to the Elemental Plane of Water. These materials must include a portion of the substance of an elemental from the desired plane, which is the main ingredient in the portal key. Crafting the portal takes 1 day per 500 gp of materials expended, so a portal to the Elemental Plane of Water would require 30 days to complete, while other portals would take 60 days.

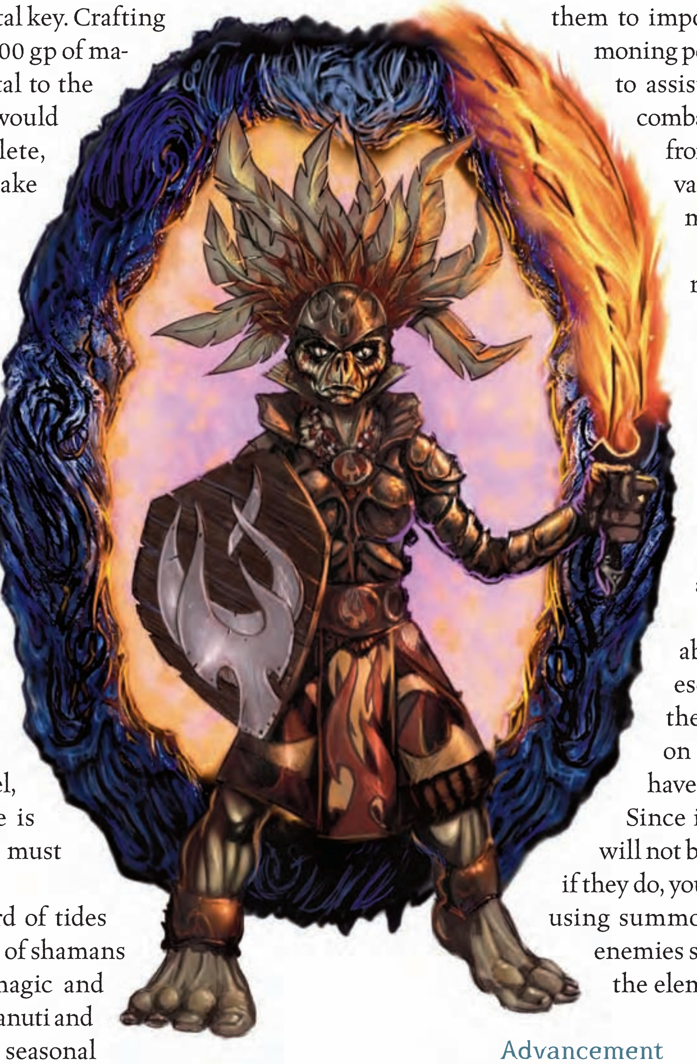
PLAYING A LORD OF TIDES

As a lord of tides, you are the spiritual center of your people. They depend on you to find precious water and defend that resource from hostile beings. You also hold the power of life and death—the wrath of elemental beings is at your command, and you do not brook disrespect or disobedience. You are not capricious or cruel, though. Life in the waste is harsh, and your followers must understand that.

Among the bhuka, a lord of tides usually heads up the group of shamans responsible for weather magic and paying proper honor to Kikanuti and her children. You lead the seasonal ceremonies and initiate new members, and you have an honored seat at the council of elders. Nevertheless, you answer to the community's Grandmother, who is generally the highest-level druid in the community.

Some bhuka shamans who grow too proud rebel against the Grandmother's authority, only to find that their elemental magic cannot hold against that of one blessed by Kikanuti. They are cast out into the wilderness, becoming bitter wanderers who long to take vengeance on any isolated bhuka they might find. Sometimes an outcast lord of tides sells her services to others, especially enemies of the bhuka, or attempts to start her own cult.

On rare occasions, bhuka shamans train particularly gifted members of other races to become lords of tides. This selection is a singular honor, and a particular community usually only confers this honor on one outsider in its history.



Illus. by M. Cotie

The elements serve Hintak'inai, a lord of tides

Combat

A lord of tides is not a front-line combatant. Your strength lies in supporting your companions by directing them to important resources and summoning powerful elemental creatures to assist them in battle. Existing combat and spellcasting abilities from your original class are still valuable, especially if you have magical healing.

You can use your burrowing ability to set up ambushes or to move stealthily beneath opponents, then surface to set up flanking opportunities. Alternatively, you can hang back behind the front lines, bringing elemental allies into combat to harry and flank enemies.

Your elemental jaunt ability is a great last-ditch escape if things go badly for the party. If you are fighting on your home turf, it pays to have set up an elemental portal. Since it is keyed to you, enemies will not be able to follow easily—and if they do, you and your party can return, using summoned creatures to hold off enemies so that they are stranded on the elemental plane.

Advancement

Among the bhuka, a character aspiring to a career as a lord of tides always begins as a lesser druid (shaman) serving the tribe. The current leader of the shamans directs your tasks, which usually support the community's water needs. You and the tribe's other druids perform ritual magic to help crops and moderate the weather. As you become more experienced, you begin to lead some of the lesser rituals and participate in decision-making at the shamans' circle. Most shamans continue along this ceremonial path and grow in spellcasting ability in the usual fashion.

A given community only has one lord of tides. When it is time to choose a new lord of tides, usually because the present one has set out to found a new settlement or is dying of old age, any candidate undertakes a special quest. You must go into the desert with no food, water, or other supplies aside from basic protection from the sun, and you must survive there unaided for a month. You also must commune with Kikanuti's children and return with proof of this in the form of a sacred object. In practice, this quest entails summoning or otherwise contacting an elemental and asking for a portion of its substance to craft a fetish (a sort of talisman) in the form of your phratry's Emergence relic (see the bhuka description, page 39). When you return to the community, you present this fetish to the Grandmother, who acknowledges your achievement. You wear the fetish constantly from that point on. If you advance far enough to craft an elemental portal, the fetish becomes the key that allows you to open it. A key is passed down through generations after the death of a portal's creator.

Nonbhuka lords of tides are expected to return to a bhuka community from time to time to relate their exploits to the gathered listeners.

Resources

As a member of the shamans' circle, you have access to the shared knowledge of the community's ancestral shamans. You also have the ear of the elders and particularly the community's Grandmother. If you need something, your influence is likely to work in your favor. Sometimes you will have to go out adventuring to deal with a threat to the community or to establish a new community by locating untapped resources, or perhaps to set up an elemental portal around which a settlement can be built. In such cases, you are accompanied by other shamans, who are mid- to high-level druids themselves, as well as rangers and other warriors—a formidable force to challenge.

Nonbhukas that do not dwell full-time in a community have access to these resources only when they return to the community where they gained their training.

LORDS OF TIDES IN THE WORLD

In the waste, water is more precious than gold. A desert-dwelling community needs a lord of tides to establish itself if it lacks access to a river or a year-round supply of water. Wandering lords of tides sell their services dearly to those who need them. If adventurers who are not native to this harsh realm want to find a lord of tides, they usually need to negotiate with the followers of a "freelance" member of the class. A bhuka community does not hire out the services of its resident lord of tides.

If the DM runs a planes-hopping setting, the presence of a lord of tides allows for the creation of a waste environment peppered with elemental portals. Since each portal is keyed to its creator, using them is a challenge that probably involves dealing with the lord of tides who controls the portal—or seizing the key by force from hostile cultists. An adventuring party that includes a lord of tides can found its own base of operations, serving as a source of adventure seeds and challenges from hostile creatures that wish to seize the portal.

Organization

As a lord of tides in a bhuka community, your unique status ensures that you are an important member of any bhuka gathering, next to only the Grandmother in power even if not a member of the bhuka race. Many lords of tides delegate their responsibilities to others while they are absent from the community.

In the community, it is your responsibility to set the schedule for ceremonies in observation of the Emergence. These times correspond roughly to midsummer but do not always fall on the same day each year. Your sensitivity to the movement of the deep earth allows you to determine the optimum moment for harmony with Kikanuti. You are the caretaker of the ritual pit or sacred cave, and you lead any rites that take place there (see the bhuka description, page 39). If the community contains an elemental portal (whether created by you or by a previous lord of tides), you control access to it by always wearing the portal key. You might also embark on missions to locate needed resources or learn about threats that face the community.

You begin each day leading ritual salutations to Kikanuti and call upon her children to live peaceably among your people. The entire village participates in this observance, which takes place in the central plaza and culminates with the passing of a communal bowl of fresh spring water. During the day, you check on the community's water supply, ensuring that it remains clean and abundant, and sensing whether changes in the underground environment could pose a threat. You consult with the shamans and the Grandmother on matters of ritual and social importance. If the community has grown too large, you plan a migration to found a new one, which includes locating a suitable supply of water and ensuring it is free of threats.

If you are an outcast lord of tides, you have usually severed your connection to Kikanuti, instead attempting to spread your influence by means of power over the elements, especially water. You might find service as a priest of a cruel desert deity, such as Azul or Set, claiming the deity's favor and demanding sacrifices on his behalf. Primitive tribes of the waste are likely to fall under your influence because of your status as an outcast lord of tides.

Reactions

Bhuka communities are deeply respectful of a lord of tides. The populace has a generally friendly attitude, and its shamans are usually helpful. Whenever you travel to another village, you will be greeted with feasting and an invitation to lead a welcoming ceremony. If you lead a migration to found a new settlement, you are conferred the highest honor by any bhuka group you encounter.

On the other hand, an outcast lord of tides is seen as an object of fear and is shunned by all bhuka. The shamans and the Grandmother of any bhuka settlement are automatically hostile. Even wandering bhuka who are not part of communities distrust a shunned lord of tides and are generally unfriendly—even these wanderers retain a sense of connection to Kikanuti and despise those who have obviously rejected her.

Enemies of the bhuka people, or those who compete with them for scarce resources, know that a lord of tides is the key to a community's viability. Crude waste-dwellers, especially scabland orcs, resent a lord of tides's power and often try to capture one for their own benefit, or else try to kill her to deprive their enemies of her strength.

LORD OF TIDES LORE

Characters with Knowledge (arcana) or Knowledge (geography) can research the lords of tides to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The bhuka people have powerful leaders called lords of tides, who have the power to find and control water.

DC 15: A lord of tides can summon elementals and even travel to the elemental planes.

DC 20: A lord of tides can open portals to elemental planes and controls all access to these portals.

DC 30: Characters who achieve this level of success can learn important details about a specific lord of tides in a bhuka community, or learn about an outcast lord of tides who has set up a cult in the waste.

LORDS OF TIDES IN THE GAME

An NPC lord of tides can provide a great adventure hook if she is leading a migration to a new community. The bhuka are not a warlike people, so they might need to hire combat experts to protect the expedition as it crosses hostile territory. If a threat emerges from the elemental planes, an NPC lord of tides might seek adventurers to enter a portal and deal with the threat. A fanatical cult in the train of an outcast lord of tides makes a great ongoing adversary for a party.

As a lord of tides, a player character might be a go-between for the adventurers and a bhuka community, which could serve as an important waypoint or outpost for several adventures set in and around the waste. Alternatively, she might be an exile seeking to regain her status by doing great deeds in the world. Another possibility is a lord of tides who has lost her community for some reason, which might be the case if warring neighbors destroy a community. The search to find a new community and return life to the blasted waste can be the ongoing motivation for a member of the prestige class.

Adaptation

The lord of tides prestige class can be adapted to different sorts of environments if the campaign is not set primarily in the waste. The ability to locate water is less important in the jungle or the frostfell, but being able to tell if water is good to drink still matters, and the ability to summon and control elementals can be adapted to any setting.

Encounters

If the PCs visit a bhuka village, they will almost certainly encounter the community's lord of tides. This person might conduct a greeting ceremony on behalf of the settlement, ask them for news of threats in the waste, or sound them out for possible tasks on the bhuka's behalf.

EL 9: Niskigan, the tribe's lord of tides, plus four bhuka shamans (3rd-level bhuka druids) decide to test the PCs' deductive and combat abilities. (The PCs might not be aware this is a test.) The druids keep the party busy with spells and animal companions while Niskigan prepares a flanking attack.

Niskigan kha Chikuk: Male bhuka ranger 5/lord of tides 2; CR 7; Medium humanoid (goblinoid); HD 7d8+14; hp 49; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +6; Grp +7; Atk +9 melee (1d6+2/×3, *+1 thrombash*†) or +9 ranged (1d6+2/×3, *+1 thrombash*†); Full Atk +7/+2 melee (1d6+2/×3, *+1 thrombash*†) and +6 melee (1d4/19–20, masterwork dagger) or +9 ranged (1d6+2/×3, *+1 thrombash*†); SA favored enemy evil outsiders +4, favored enemy vermin +2, *release the water within* 1/day; SQ animal companion (coyote), animal companion benefits, bhuka traits, locate potable water, wild empathy +6 (+2 magical beasts), woodland stride; AL LN; SV Fort +9 (+11 against heat and dehydration), Ref +6, Will +5 (+8 against mind-affecting spells and abilities); Str 13, Dex 15, Con 14, Int 8, Wis 11, Cha 12.

Skills and Feats: Concentration +7, Knowledge (geography) +4, Knowledge (nature) +11, Listen +5, Move Silently +7, Spot +8, Survival +10 (+12 aboveground, to keep from being lost, for avoiding hazards, and in aboveground environments); Endurance^{B}, Exotic Weapon Proficiency (thrombash), Heat Endurance^{B}, Improved Heat Endurance^{B}, Track^{B}, Scorpion's Resolve, Two-Weapon Fighting^{B}, Weapon Focus (thrombash).

Languages: Bhuka, Common.

Favored Enemy (Ex): Niskigan gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil outsiders. He gains the same bonus on weapon damage rolls.

Against vermin, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Release the Water Within (Sp): 2d8 dessication damage and fatigue 1/day, Fort DC 12 negates. See prestige class feature description for details.

Animal Companion: Niskigan's animal companion is a coyote named Chika. The companion's abilities and characteristics are summarized in the dog entry, page 271 of the *Monster Manual*. Its bonus trick is defend.

Animal Companion Benefits: Niskigan gains special benefits from having an animal companion.

Link (Ex): Niskigan can handle Chika as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his coyote.

Share Spells (Ex): Niskigan can have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He can also cast a spell with a target of "You" on his animal companion.

Bhuka Traits: A bhuka has broad feat and splayed toes that allow him to treat shallow sand as normal terrain and deep sand as shallow sand for movement purposes. The dark skin around his eyes and long lashes protect him from the effects of sun glare. A bhuka can detect a source of drinkable water within 100 feet, based on the result of a Survival check. A bhuka gains a +2 bonus on Constitution checks to resist the effects of heat and dehydration.

Locate Potable Water (Su): See prestige class feature description.

Woodland Stride (Ex): Niskigan can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Possessions: +1 feather cloak, +1 thrombash†, masterwork dagger, three *potions of cure moderate wounds*, two *potions of neutralize poison*, desert outfit, three filter masks.

† New weapon described in Chapter 4.

EL 16: Hintak'inai, an outcast lord of tides, has established a small cult in a series of twisting lava tubes. She has created a portal to the Elemental Plane of Fire at the heart of the lair, defended by several dozen fanatical followers (mainly scablands orcs and ogres) and nasty fire-based traps. Hintak'inai has been bargaining with efreet to devastate lands currently settled by bhuka in exchange for the mineral riches found there, while she takes command of the scorched earth.

Hintak'inai kha Niski: Female bhuka druid 6/lord of tides 10; CR 16; Medium humanoid (goblinoid); HD 16d8+32; hp 107; Init +0; Spd 30 ft., burrow 5 ft.; AC 20, touch 10, flat-footed 20; Base Atk +11; Grp +12; Atk +14 melee (1d6+2/18–20 plus 1d6 fire, *+1 flaming scimitar*); Full Atk +14/+9/+4 melee (1d6+2/18–20 plus 1d6 fire, *+1 flaming scimitar*); SA *release the water within* 4/day, *summon elder elemental*; SQ animal companion (Large viper), bhuka traits, elemental jaunt 1/day, elemental portal, locate potable water, resist nature's lure, trackless step, wild empathy +11 (+7 magical beasts), wild shape 2/day, woodland stride; AL NE; SV Fort +14 (+16 against heat and dehydration), Ref +5, Will +16; Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 16.

Skills and Feats: Concentration +21 (+25 casting defensively), Handle Animal +10, Knowledge (nature) +25, Knowledge (the planes) +12, Listen +6, Ride +2, Spot +6, Survival +25 (+27 aboveground and on other planes); Alertness, Combat Casting, Fiery Spell†, Heat Endurance^B, Improved Heat Endurance^B, Scorpion's Sense†, Searing Spell†, Weapon Focus (scimitar).

† New feats described in Chapter 2.

Languages: Bhuka, Common.

Release the Water Within (Sp): 10d8 dessication damage and fatigue 4/day, Fort DC 24 negates. See prestige class feature description for details.

Summon Elemental (Sp): See prestige class feature description.

Animal Companion: Hintak'inai's animal companion is a Large viper named Niski. The companion's abilities and characteristics are summarized below.

Animal Companion Benefits: Hintak'inai gains special benefits from having an animal companion.

Link (Ex): Hintak'inai can handle Niski as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her viper.

Share Spells (Ex): Hintak'inai can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Bhuka Traits: A bhuka has broad feat and splayed toes that allow her to treat shallow sand as normal terrain and deep sand as shallow sand for movement purposes. The dark skin around her eyes and long lashes protect her from the effects of sun glare. A bhuka can detect a source of drinkable water within 100 feet, based on the result of a Survival check. A bhuka gains a +2 bonus on Constitution checks to resist the effects of heat and dehydration.

Elemental Jaunt (Su): See prestige class feature description.

Elemental Portal (Su): See prestige class feature description.

Locate Potable Water (Su): See prestige class feature description.

Resist Nature's Lure (Ex): Hintak'inai gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Hintak'inai leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Hintak'inai can change into a Small to Medium animal and back again, as per the *polymorph* spell. This ability lasts for 6 hours or until she changes back.

Woodland Stride (Ex): Hintak'inai can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 15th): 0—*create water* (2), *detect magic* (2), *light, purify food and drink;* 1st—*cure light wounds* (2), *entangle* (DC 15), *longstrider, magic fang, obscuring mist;* 2nd—*bear's endurance, flaming sphere* (DC 16), *heat metal, sunstroke* (DC 16), *summon swarm, tree shape;* 3rd—*call lightning* (DC 17), *dominate animal* (DC 17), *flaywind burst*† (DC 17), *protection from energy, quench, water breathing;* 4th—*control water* (2), *cure serious wounds, ice storm* (2); 5th—*baleful polymorph* (DC 19), *fiery flamestrike* (DC 18), *searing flamestrike* (DC 18), *stoneskin;* 6th—*antilife shell, fireseeds* (DC 20), *greater dispel magic;* 7th—*control weather, searing fire seeds* (DC 20); 8th—*finger of death* (DC 22).

† New spell described in Chapter 5.

Possessions: +3 studded leather, +2 heavy wooden shield, +1 flaming scimitar, cloak of Charisma +2, periapt of Wisdom +2, portal key (portal to Elemental Plane of Fire).

Niski: CR —; Large viper animal companion; HD 5d8+5; hp 27; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 13, flat-footed 14; Base Atk +3; Grp +7; Atk or Full Atk +6 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison; SQ bonus tricks (2), evasion, scent; AL N; SV Fort +4, Ref +8, Will +3; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +9, Listen +7, Spot +8, Swim +8; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Evasion (Ex): If Niski is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Tricks: Attack, guard, seek.

SAND SHAPER

"Sand shapers have been dead for three thousand years. They are a myth—a legend to frighten small children and weak-hearted cowards. They are ghosts. Mirages. But, still, I don't like to go out into the ruins where they once ruled . . . too dangerous."

Once dreaded throughout the waste, and long thought vanished from the face of the world, sand shapers use the power of the desert itself to conquer and rule an empire in the heart of the desert. Though they did die out, the secret of their power remains for those with the courage to find it and the mettle to prove themselves worthy to wield it. You few who walk the path of the sand shaper are living legends to your allies, or nightmares reborn to your enemies. You are part prophet, part priest, part magician, and part assassin. In time, you might even be a conqueror, as well—the first in a new dynasty of sand shapers.

BECOMING A SAND SHAPER

Because the class offers advancement of a character's existing arcane spellcasting, typically only bards, wizards, and sorcerers become sand shapers. More wizards than sorcerers take the prestige class, because sorcerers have to buy ranks in both Knowledge (nature) and Survival as cross-class skills, and they usually lack the wizard's extra skill points from a high Intelligence score. Bards qualify for the class easily, but they give up improvement of their bardic music to do so.

ENTRY REQUIREMENTS

Alignment: Any neutral.
Skills: Knowledge (nature) 4 ranks, Survival 4 ranks.
Feat: Touchstone (City of the Dead).
Spells or Spell-Like Abilities: Arcane caster level 5th.

CLASS FEATURES

All of the following are class features of the sand shaper prestige class.

Spellcasting: At each level except 1st and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a sand shaper, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Dust Magic (Ex): Your magic is more powerful in wastelands environments. When casting arcane spells in any sort of waste terrain, your caster level is considered to be one level higher than your actual caster level. Even in nonwaste environments, as long as you carry 15 or more pounds of sand as part of your equipment, you gain the benefit of this class feature.

Desert Insight: As a member of this class, you gain knowledge of additional spells (see the list below). If you were a caster who previously prepared spells (such as a wizard), you can prepare these spells like any other spell to which you have access. If you are a spontaneous caster (such as a sorcerer), these spells are available to you like any other spell you know. You cannot cast a spell of higher level than the maximum spell level you can cast. These spells become options for you when you gain access to the appropriate spell level.

1st—*bear's endurance, bull's strength, cat's grace, endure elements, parching touch*†*, speak with animals, summon desert ally I*†.

TABLE 3–4: THE SAND SHAPER **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Desert insight, dust magic, *sand shape*	—
2nd	+1	+0	+0	+3	*Sandform*	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Sand stride	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	*Improved sand shape*	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Improved dust magic 3/day	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Desert slumber, improved dust magic 4/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Greater dust magic 5/day	—
10th	+5	+3	+3	+7	Desert shroud	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (nature), Listen, Profession, Ride, Search, Sense Motive, Spellcraft, Spot, and Survival.

2nd—*eagle's splendor, fox's cunning, heat metal, owl's wisdom, resist energy, summon desert ally II*†, *summon swarm.*

3rd—*control sand*†, *desiccate*†, *dispel magic, dominate animal, haboob*†, *slipsand*†, *summon desert ally III*†, *sunstroke*†, *tormenting thirst*†, *wind wall.*

4th—*blast of sand*†, *summon desert ally IV*†, *wall of sand*†, *wither*†.

5th—*choking sands*†, *flaywind burst*†, *flesh to salt*†, *summon desert ally V*†, *transmute sand to stone*†, *transmute stone to sand*†.

6th— *awaken sand*†, *mummify*†, *sandstorm*†, *summon desert ally VI*†.

7th—*mass flesh to salt*†, *summon desert ally VII*†.

8th—*summon desert ally VIII*†, *whirlwind.*

9th—*summon desert ally IX*†.

† New spell described in Chapter 5.

Sand Shape (Sp): All sand shapers know how to magically sculpt the soil of the waste (generally desert sand, dust, or gravel) into mundane objects. You can create any solid object you can imagine, provided you have access to a sufficient quantity of the appropriate soil and you can successfully make a caster level check. The DC of the check is determined by the size and complexity of the item:

Item Size	DC
1 cu. ft. or less	–5
1.1–2.0 cu. ft.	0
2.1–4.0 cu. ft.	5
4.1–8.0 cu. ft.	10
8.1–12.0 cu. ft.	15
12.1–16.0 cu. ft.	20
16.1–24.0 cu. ft.	25
24.1–30.0 cu. ft.	30

Item Complexity	Modifier
Fine details	+2
Functioning tool	+2
Functioning armor/weapon	+5
Multiple parts	+5
Masterwork version	+10
Moving parts	+10

For example, Osrutek, a 6th-level wizard/8th-level sand shaper, decides to use his *sand shape* ability to create barding for his horse. The DM determines that the total volume of the barding is about 6 cubic feet, and so assigns his attempt a base DC of 10. Because barding is armor (+5), and consists of multiple parts (+5), the DM assigns an additional +10 modifier to the DC, bringing it up to 20. Osrutek's caster level check bonus is +13, so he must roll a 7 or higher to complete the barding.

Each attempt to create an item requires a number of minutes equal to the DC. (Osrutek's attempt to create horse barding would require 20 minutes.) You can take 10 on this check. Created items persist for 10 minutes per sand shaper level, and can only be solid objects; you cannot use this ability to create liquids, gases, or living matter. The objects created have no magical properties, though they radiate faint transmutation magic.

You can create and maintain a number of objects equal to your sand shaper level. If you create an additional item, the item that has been in existence the longest reverts back to sand. Items you create using this ability otherwise persist for the duration of this use of the ability, regardless of their distance from you. If you use the alchemical item shapesand (see page 102) to create an item, you do not count that item against your limit, in addition to the other benefits provided by shapesand.

All items created in this fashion have hardness 5 and hit points according to their size: Fine 1; Diminutive 2; Tiny 3; Small 5; Medium 8; Large 10; Huge 15; Gargantuan 20; Colossal 25.

Sandform (Sp): At 2nd level and higher, you have the ability to transform your body into animated sand, along with all your gear, once per day for up to 1 minute + 1 round per sand shaper level. This ability works in all other respects like the spell of the same name (see page 119).

Sand Stride (Sp): At 3rd level and higher, you can fly as by means of the *overland flight* spell once per day. You must begin and end your flight on a square of waste terrain; if your movement crosses a different type of terrain, your flight ends immediately, dropping you abruptly (albeit safely) to the ground.

Improved Sand Shape (Sp): At 4th level, you learn to magically sculpt the soil of the waste (generally desert sand, dust, or gravel) into animate objects. You can create one of the creatures described below, provided a sufficient quantity of the appropriate soil (3 cubic feet unless otherwise noted) is available and you can successfully make a caster level check; the DC is based on the specific creature. Every creature you create has damage reduction 5–, but *sand shaped* creatures reduced to 0 hit points are destroyed.

Each attempt to create a creature requires a number of minutes equal to the DC indicated for the creature. You can take 10 on this check. Created items persist for 1 minute + 1 round per sand shaper level.

You can create and maintain a number of creatures and objects (when using *sand shape* and *improved sand shape* simultaneously) equal to your sand shaper level. If you create an additional creature or item, the creature or item that has been in existence the longest reverts to sand. Creatures you create using this ability otherwise persist for the duration of this use of the ability (unless otherwise noted), regardless of their distance from you.

Available creatures include the following.

Desert Eagle (DC 20): With its superior vision and ability to range far ahead and above, the desert eagle is the perfect scout. It responds to your mental commands, and you can, as a full-round action, see things from the eagle's perspective (using the eagle's Spot modifier and point of view). It is in all other respects identical to a normal eagle (see page 272 of the *Monster Manual*).

Dust Jackal (DC 15): A dust jackal is a master of stealth and cunning; it can creep virtually undetected into hidden places and enemy encampments, and there either carry out attacks or retrieve small items. A dust jackal is otherwise the same as an ordinary jackal (see the small dog entry, page 271 of the *Monster Manual*).

Golden Camel (DC 15): A golden camel is the animal of choice for bearing burdens. It responds only to your mental commands. Otherwise, it is identical to an ordinary camel (see page 270 of the *Monster Manual*). Unlike other creatures created with this ability, a golden camel persists for 10 minutes per sand shaper level. It appears equipped with a saddle, tack, and harness. Creating this sand-shaped creation requires 10 cubic feet of soil.

Mirage Hound (DC 15): A mirage hound is a faithful companion that fearlessly guards its creator at all times. It can be commanded to attack, but it does so only if it can remain within 20 feet of you. A mirage hound is otherwise the same as an ordinary small dog (see the small dog entry, page 271 of the *Monster Manual*).

Sand Scorpion (DC 20): A sand scorpion is identical to a Tiny monstrous scorpion (see page 287 of the *Monster Manual*). You can mentally command it, and it is most often used as a tool of assassination. Creating this sand-shaped creation requires only 1 cubic foot of soil.

Sun Steed (DC 15): A sun steed is a courageous mount that can be ridden into battle as though it were a light warhorse (see page 274 of the *Monster Manual*). It appears equipped with a saddle, tack, and harness. Creating this sand-shaped creation requires 10 cubic feet of soil.

Improved Dust Magic (Ex): At 5th level, your affinity with the waste increases, and your spells grow even more potent. Three times per day, when you cast an arcane spell in any sort of waste terrain, you can empower, enlarge, extend, silence, or still your spell, as the appropriate metamagic feats. These options have the same general effect as the metamagic feats of the same name, except that they do not use up higher-level spell slots, and even if you prepare spells, you can decide to alter them with this ability as you cast a spell.

None of these abilities stack with the benefits of the metamagic feats of the same name—for example, you cannot use improved dust magic to empower an empowered *fireball*. You can, however, maximize a spell already modified by a different metamagic feat.

Using this ability with a spontaneously cast spell increases the casting time as described on page 88 of the *Player's Handbook*.

You gain an additional use of this ability at 7th level and at 9th level. At 9th level and higher, uses of this ability count as uses of greater dust magic (see below).

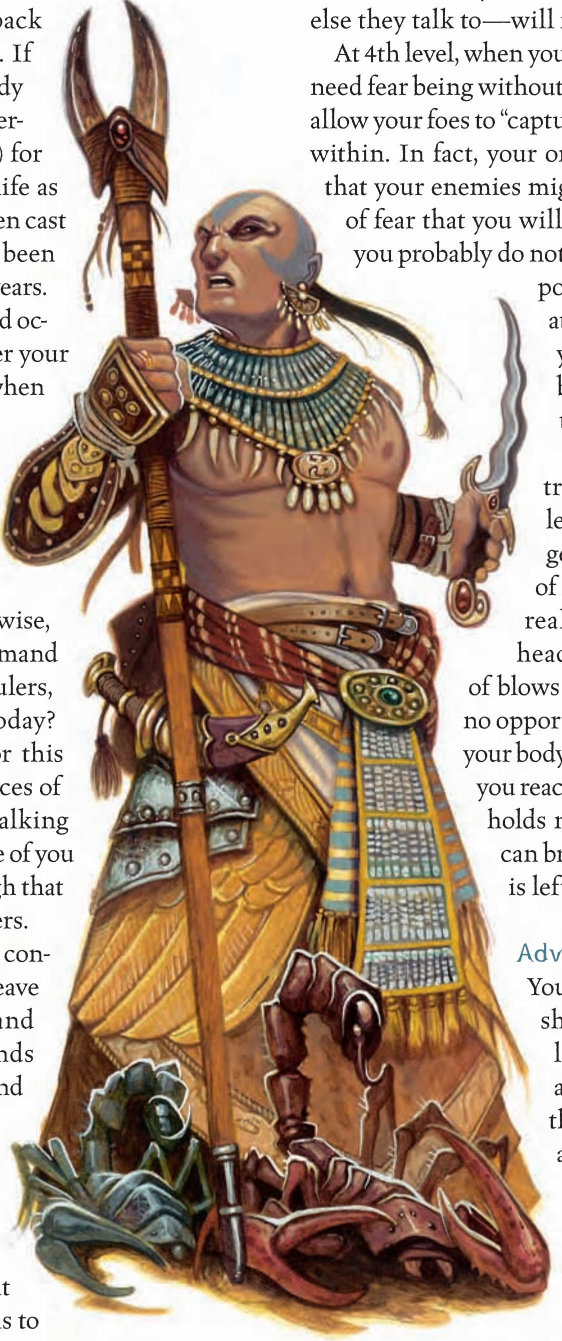
Desert Slumber (Ex): At 7th level and higher, if you lie in the soil of the waste (generally desert sand, dust, or gravel), you regrow severed body members, mend broken bones, and restore ruined organs as though a *regenerate* spell had been cast upon you. The soil must be at least deep enough, and occupy a large enough area, to cover all but your face. You can use this ability once per day.

Greater Dust Magic (Ex): By 9th level, your affinity with the waste has almost reached its peak. Five times per day, when you cast spells in any sort of waste terrain, you can choose to maximize or widen your spell. Uses of this ability and of improved dust magic (see above) come from the same pool, so you can use both abilities a total of five times per day. For example, you could empower four times per day and maximize once, or widen three times and enlarge two times. These options have the same general effect as the metamagic feats of the same name, except that they do not use up higher-level spell slots, and even if you prepare spells, you can decide to alter them with this ability as you cast a spell.

None of these abilities stack with the metamagic feats of the same name; that is, you cannot use greater dust magic to maximize a maximized *ice storm*, for example. You can, however, maximize a spell already modified by a different metamagic feat. You can also combine greater dust magic with improved dust magic—maximizing an enlarged *ice storm*, for example.

Using this ability with a spontaneously cast spell increases the casting time as described on page 88 of the *Player's Handbook*.

Desert Shroud (Ex): At 10th level, you gain the ability to come back to life under certain consitions. If the remains of your deceased body lie in the soil of the waste (generally desert sand, dust, or gravel) for 10 minutes, you are restored to life as though a *resurrection* spell had been cast upon you, provided you have not been dead for more than one hundred years. The soil must be deep enough, and occupy a large enough area, to cover your entire body (based on your size when the effect is complete).



Osrutek, a sand shaper, is a dire legend reborn

Illus. by W. O'Connor

PLAYING A SAND SHAPER

While it's sometimes helpful for the purpose of group cooperation to let others believe otherwise, you are in charge. You are in command of the arcane secrets of ancient rulers, so why shouldn't you rule today? Granted, some of the reason for this attitude might simply be the voices of your sand shaper predecessors talking through you, but their acceptance of you as one of their own is proof enough that you were born to command others.

Of course, the strength of your convictions fades somewhat as you leave the waste. The power of the sand shapers extends only to the lands they once ruled—the deserts—and if you roam too far from their former empire, your power and influence wane. You become little more than the spellcaster you were before, albeit still with the magic of sand shaping at your disposal. Your overall goal is to ensure that you seek adventuring in the place where you are strongest: in the waste.

Combat

Subtlety only impresses those who are subtle themselves. To truly awe your subjects, you must use the full power at your command. Hurl the very wrath of the waste against your foes—but reserve your greatest powers for your greatest enemies. Others can rely on surprise and sneak attacks; you work through fear and intimidation. In fact, your first action in any combat situation should be to take as much fight out of your opponents as possible, leaving them easy prey for your allies. Always be prepared to fight to the death; if you retreat, those enemies—and anyone else they talk to—will not fear you next time.

At 4th level, when you learn to shape the sand, you never need fear being without your equipment. You can actually allow your foes to "capture" you—then destroy them from within. In fact, your only major concern is likely to be that your enemies might immediately execute you, out of fear that you will live up to your reputation. Since you probably do not rely much on armor, and your hit points are not likely to be high, the attacks of those too ignorant to fear you—which includes a great many beasts and animals—could prove to be your undoing.

Once you reach 7th level, you truly begin to draw upon your full legacy of power. Your ability to regenerate means that even your lack of hit points is less of a problem. You really only need to fear losing your head—though a sufficient quantity of blows can still destroy you, if you have no opportunity to lie in the soil and restore your body to its proper, healthy shape. When you reach 10th level, even losing your head holds no real danger for you; the desert can bring you back to life, even if all that is left of you is dust.

Advancement

You advance in the ranks of the sand shapers—both those living and long dead—by surpassing their achievements. Considering that the oldest sand shapers once built an empire, you had better be prepared for a long and arduous trek to your goal.

Initially, focus on consolidating your power. Curry favor with your allies. Make short work of your enemies. If you have time, seek out other sand shapers and work with them to plan a return to the glory days of the sand shaper empire. Locate and retrieve lost sand shaper artifacts. Above all else, leave your mark on the world. Remind everyone of the power of the sand shapers.

Your overall goal is to develop a following. No matter how powerful you become as a sand shaper, dead is dead—unless you have loyal followers willing to locate your remains and use them to restore you to life. Hone your skill in Diplomacy and Intimidate foremost, and remember to spend skill points on Sense Motive. It never hurts to ensure that your loyal subjects are as loyal as you believe them to be. Spending some of your accumulated treasure on them couldn't hurt, either; just because you wield the power of ancient emperors does not mean that you command as many subjects as your predecessors.

Resources

The desert is your greatest resource, so you should develop ways of keeping it close. You might use anything from a *helm of teleportation* to a fast horse, but it is important to have a ready means of reaching the place where your dust magic serves you best. Even more to the point, you need to know that should you become a 10th-level sand shaper, you can lie down to die in the sands—when the sands blow over you, you will be brought back to life to carry on with the restoration of the sand shaper empire.

Otherwise, the extent of your empire is what you carve out of the world around you. No one is simply going to give you a palace, a treasury, and an army of followers to guard them, so you have to take or make them.

SAND SHAPERS IN THE WORLD

Sand shapers no longer have much of a place in the world; their empire died out a few thousand years ago. Those who have since become sand shapers are but remnants of the former power and glory of that empire. Any drive they feel to restore that empire is either some misguided urge to write themselves into the sand shaper legend—or some more sinister influence, perhaps exerted by the long-dead spirits of the original sand shapers.

Organization

Sand shapers rarely work together. They might strive for common goals from time to time, but only for short periods. Each sand shaper feels some urge to be in charge, and that does not include sharing command. Conversely, sand shapers feel no qualms about assembling a band of companions who share a more or less equal role in adventures. (A sand shaper might even reward them with ministerial posts once he has reestablished the sand shaper empire.)

The only real organization that a sand shaper will work with is a corps of loyal servants and followers: subjects for his new empire. The most successful new sand shaper so far, Osrutek the First, divides his time between seeking relics of the first sand shapers and ruling over the small kingdom of outlaws and peasants he has subjugated since first becoming a sand shaper. Osrutek, a wizard, is the most powerful of the known sand shapers, though he has not yet learned how to rise from the dead. Until he does, he travels nowhere without a retinue of servants and guards, all of whom are devoted—mostly through sheer fear of him—to protecting him from harm.

Osrutek has promised the most skilled among his followers (and therefore, the most dangerous to him) portions of his empire to rule to ensure their loyalty. He has no intention of keeping those promises, however.

Osrutek needs these lieutenants because he is on a crusade to eliminate all other sand shapers, whom he considers "pretenders to his dynasty." Thus far, he has slain three and claimed their riches for his treasury. His single-minded attitude toward this end might prove his undoing, however; each sand shaper he slays is more incentive for others to band together against him.

NPC Reactions

Commoners fear sand shapers, perhaps because sand shapers do not seem to care what happens to the common folk—so long as the sand shapers get what they want. Most waste-dwellers have no treasures worth taking, and they serve better alive than dead. Nobles have much more to fear—especially if they count relics of the sand shaper empire among their wealth.

Most people tend to stay out of a sand shaper's way (if they recognize him). While sand shapers might be obsessed with resurrecting their ancient empire, they generally do not attack anything that moves. They become violent only when they have a reason to do so—though, unfortunately, they count "being interfered with" among such reasons. Since most people never know what a sand shaper's business is, nearly anything could constitute interference. Thus, the best policy is to leave a sand shaper alone—unless, of course, he shows up at the city gates with an army. The possibility that a sand shaper has targeted a kingdom for conquest is really the only good reason to offer resistance. It is important to be certain; antagonizing a sand shaper out of fear that he might attack you might turn out to be a self-fulfilling prophecy.

SAND SHAPER LORE

Characters with Knowledge (history) can research the sand shapers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The sand shapers were a cult of spellcasters that created an empire in the waste three thousand years ago. They were eventually defeated, and their cities and palaces are now nothing more than ruins. Rumors say that some of them survived, though these are probably superstitions.

DC 15: The sand shapers were ruthless conquerors, slaying those who opposed them and enslaving those too weak to fight back. They were able to use powerful magic that drew upon the waste to call down sandstorms and bury their enemies.

DC 20: The magic of the sand shapers lives on, slumbering in the ancient ruins. It is said that those brave enough to journey to the City of the Dead can unlock the secret of the sand shapers' dust magic and become sand shapers themselves.

DC 30: Over the centuries, many people have unlocked the secrets of the sand shapers and become sand shapers themselves. Some have been defeated, others have vanished into the wastes, and one or two are rumored to have disguised themselves as mighty wizards, even now serving as court magicians to mighty rulers—though they are most likely waiting for the right time to strike. The only known sand shaper is Osrutek, who occupies the ancient ruins at Sohlak; he is clearly building an army, and a war of conquest is inevitable. The only question is when it will come.

PCs trying to establish contact with a sand shaper (for whatever reason) should make a DC 25 Gather Information check to track one down. Whether or not the sand shaper is willing to listen depends largely on his alignment. However, if the PCs have some artifact of the original sand shapers, give them a +2 circumstance bonus on the check. A sand shaper who is any alignment but neutral good is not willing to work for the PCs, though he might agree to work with them for a time—especially if it means expanding his own personal empire.

SAND SHAPERS IN THE GAME

Sand shapers play a role in a running subplot in a campaign—the sand shapers' desire for conquest—and so might be a bit difficult for a DM to wedge in. Still, their desire to recover ancient treasures can certainly drive a traditional dungeon-crawl campaign set in the wastes.

This prestige class is likely to appeal to players who enjoy head-on confrontations and empire-building. DMs should give a sand shaper plenty of opportunities to flex his magical muscles, substituting a little real estate and a few followers for gold and magic items now and again. A DM's hardest job in a campaign involving a sand shaper will be making sure the sand shaper doesn't dominate the spotlight. The DM should give other PCs plenty of reasons to adventure outside the wastes (where the sand shaper's powers are less potent), and perhaps even plan the campaign around the idea that the other PCs might one day have to stop their sand shaper companion from conquering the surrounding land.

Adaptation

The sand shaper is a waste specialist, and as such is not well suited to campaigns that don't take place in a desert environment. Adapting this prestige class mostly involves altering its waste-dependent abilities, such as dust magic, and replacing them with those appropriately suited to a prominent environment type in the campaign. The core mechanics of the abilities can remain the same; generally, only the flavor of the abilities needs to be changed.

Encounters

The PCs should rarely encounter NPC sand shapers unless they already have a sand shaper in their midst. NPC sand shapers are exceedingly curious about rumors of others of their own kind, and move swiftly to investigate. Is a new sand shaper an ally or a competitor?

EL 14: Osrutek comes looking for a map to lost sand shaper treasures and tries to hire the PCs. If they refuse to hand over the map to someone so evil, he tries to take it from them.

Osrutek the First: Male human wizard 6/sand shaper 8; CR 14; Medium humanoid; HD 6d4+12 plus 8d6+16; hp 72; Init +1; Spd 30 ft.; AC 13 (21 with *mage armor* and *shield*), touch 11, flat-footed 12 (20 with *mage armor* and *shield*); Base Atk +7; Grp +7; Atk +7 melee (1d6, quarterstaff); Full Atk +7/+2 melee (1d6, quarterstaff); SA —; SQ dust magic, *sandform*, *sand stride*, *sand shape*, improved dust magic, desert slumber, *improved sand shape*; AL NE; SV Fort +9, Ref +6, Will +11; Str 10, Dex 12, Con 14, Int 19, Wis 8, Cha 14.

Skills and Feats: Concentration +19, Diplomacy +4, Intimidate +8, Knowledge (arcana) +21, Knowledge (nature) +23, Sense Motive +5, Spellcraft +23, Spot +16, Survival +16 (+18 aboveground); Extend Spell, Great Fortitude, Heat Endurance†, Scribe Scroll[B], Searing Spell†, Quicken Spell, Touchstone (City of the Dead)†, Widen Spell[B].

† New feat described in Chapter 2.

Languages: Bhuka, Common, Draconic, Giant, Infernal.

Dust Magic (Ex): See prestige class feature description.

Sandform (Sp): See prestige class feature description.

Sand Stride (Sp): See prestige class feature description.

Sand Shape (Sp): See prestige class feature description.

Improved Dust Magic (Ex): See prestige class feature description.

Desert Slumber (Ex): See prestige class feature description.

Improved Sand Shape (Sp): See prestige class feature description.

Wizard Spells Prepared (caster level 13th): 0—*detect magic* (2), *read magic*, *touch of fatigue* (DC 14); 1st—*endure elements*, *mage armor*, *magic missile* (2), *parching touch*† (DC 15); 2nd—*bear's endurance*, *desiccate*† (DC 16), *resist energy*, *scorching ray*, extended *shield*; 3rd—*displacement*, *fireball* (DC 17), *protection from energy*, *ray of exhaustion*, searing *scorching ray*; 4th—*confusion* (DC 18), searing *fireball* (DC 17), *greater invisibility*, *ice storm*, *wither*† (DC 18); 5th—*cone of cold* (DC 19), *teleport*, widened *web* (DC 16); 6th—quickened *scorching ray*, *mass suggestion* (DC 20); 7th—*prismatic spray* (DC 21).

† New spell described in Chapter 5.

Spellbook: as above plus 0—all others; 1st—*charm person, ray of enfeeblement;* 5th—*baleful polymorph, dominate person;* 6th—*chain lightning, disintegrate, greater dispel magic;* 7th—*banishment.*

Possessions: quarterstaff, *headband of intellect +2, burnoose of 1,001 thorns*†, *cloak of resistance +1, staff of the nomad*†, *wand of fireball* (5th, 25 charges), scroll of *endure elements,* scroll of *teleport,* 37 pp, 5 gp.

† New magic item described in Chapter 5.

SCION OF TEM-ET-NU

> *"You have abused the gifts of Tem-Et-Nu by using the rivers to make war upon her people. I am sent by the high priestess to put a stop to your depredations. So, to answer your question, that thrashing you hear from the bowels of this vessel is the sound of an enraged crocodile tearing a hole in the bottom of your war barge."*
>
> —*Karlott, a scion of Tem-Et-Nu*

Paladins of the temple of Tem-Et-Nu are sometimes selected to become the guardians of the rivers. The waterways of the wastelands are sacred to the river deity, and the source of life and livelihood for the plains people. It is given to you to enforce the deity's laws and ensure that those who misuse the river are punished. To that end, you can draw upon your ever-increasing martial skills, but you must also learn the many ways of the river, its strengths, and how to tap those strengths when you need its power most.

BECOMING A SCION OF TEM-ET-NU

The paladin class is the most straightforward path to becoming a scion of Tem-Et-Nu; Diplomacy is a class skill, and the base attack bonus requirement keeps many classes out until they reach at least 7th level. However, you need not have all of your levels devoted to paladin; there is just enough wiggle room to take a level in another class, such as cleric. Strength and Constitution (for combat) and Charisma (for your spells and interpersonal skills) are key abilities for you.

ENTRY REQUIREMENTS

Alignment: Lawful good or lawful neutral.

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Swim 4 ranks.

Special: You must be blessed by Tem-Et-Nu in a ritual held in one of her temples.

CLASS FEATURES

All of the following are class features of the scion of Tem-Et-Nu prestige class.

Buoyancy (Ex): Upon entering this class, you become buoyant in water, giving you a +4 circumstance bonus on Swim checks. Additionally, your armor has been blessed by a cleric of Tem-Et-Nu, which means the armor check penalty for your armor is not doubled for the purposes of Swim checks. If you ever lose your armor, or if you want a new suit blessed, a cleric of Tem-Et-Nu can perform the ceremony to bless your armor at any temple devoted to your patron deity. The blessing is free of charge for scions.

River Mastery (Ex): As a member of this class, you gain a +1 insight bonus on attack rolls and damage rolls against river-dwelling aquatic creatures.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a scion of Tem-Et-Nu, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

River's Vigor (Su): Beginning at 2nd level, you can emulate the vigor and unstoppable power of the river during a spring flood, gaining 5 temporary hit points per scion class level for 1 minute per scion class level once per day.

From 6th level on, you can use river's vigor two times per day (the temporary hit points gained with each use of this ability do not stack).

TABLE 3–5: THE SCION OF TEM-ET-NU HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Buoyancy, river mastery	—
2nd	+2	+3	+0	+3	River's vigor 1/day	+1 level of existing spellcasting class
3rd	+3	+3	+1	+3	*River walk,* the river's life is mine	—
4th	+4	+4	+1	+4	Smite evil 1/day	+1 level of existing spellcasting class
5th	+5	+4	+1	+4	*Divine power* 1/day	—
6th	+6	+5	+2	+5	*Control water,* river's vigor 2/day	+1 level of existing spellcasting class
7th	+7	+5	+2	+5	*Restoring immersion*	—
8th	+8	+6	+2	+6	Smite evil 2/day	+1 level of existing spellcasting class
9th	+9	+6	+3	+6	*Divert river*	—
10th	+10	+7	+3	+7	*Divine power* 2/day	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Gather Information, Handle Animal, Heal, Knowledge (nature), Knowledge (religion), Profession, Ride, Sense Motive, Survival, and Swim.

River Walk (Sp): At 3rd level and higher, you can tread on river water as though you were affected by a *water walk* spell from. You can use this ability once per day for every three scion of Tem-Et-Nu levels. Your caster level for this ability is equal to your class level.

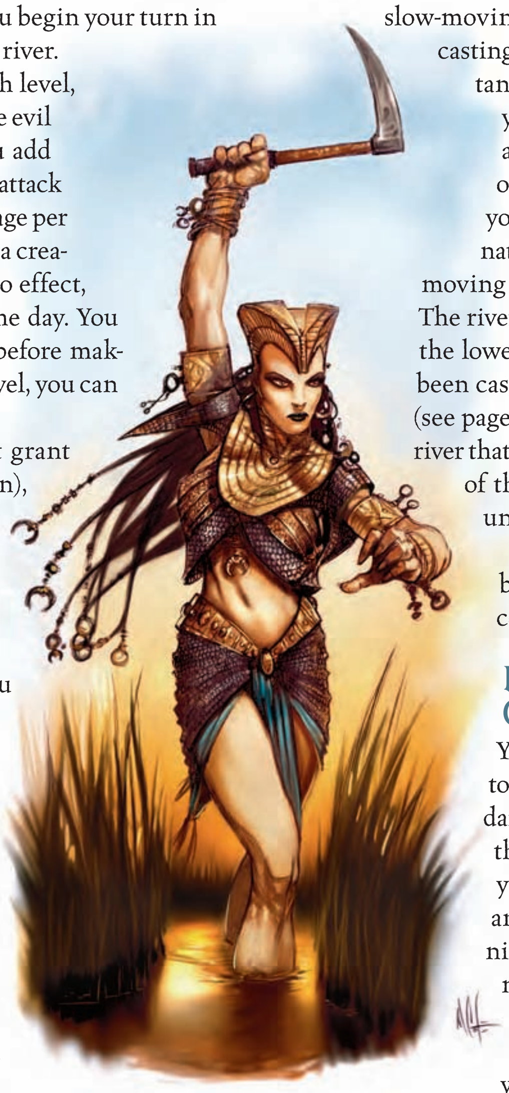
The River's Life Is Mine (Su): At 3rd level and higher, you gain fast healing 5 whenever you begin your turn in or adjacent to a square containing a river.

Smite Evil (Su): Beginning at 4th level, once per day you can attempt to smite evil with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. If you accidentally smite a creature that is not evil, the smite has no effect, but the ability is still used up for the day. You must declare the use of the smite before making the attack roll. Starting at 8th level, you can smite twice per day.

If you have levels in a class that grant a smite evil ability (such as paladin), you gain extra uses of that ability, and the levels of that class stack with your scion of Tem-Et-Nu class levels to determine the power of your smite evil ability.

Divine Power (Sp): At 5th level, you gain the benefit of *divine power*, as the spell, once per day. Your caster level is equal to your class level. If you activate this ability while submerged up to your waist (or deeper) in a river, the amount of time you benefit from the ability does not count toward the duration of the effect until you move out of water of this depth. Once the duration begins to count down, however, it does not stop even if you proceed to immerse yourself in waist-deep water.

At 10th level, you can use this ability twice per day.



Tem-Et-Nu consecrates her scions, such as Karlott, with the power of the sacred river

Control Water (Sp): Beginning at 6th level, you can use *control water*, as the spell, three times per day. Your caster level is equal to your class level.

Restoring Immersion (Sp): When you attain 7th level, you become able to draw upon the power of Tem-Et-Nu once per day to benefit from a *restoration* effect if you immerse yourself completely in water for a short time. Restoring negative levels requires that you be immersed for 1 minute per negative level. Curing ability score damage requires 5 rounds per point, and restoring drained ability score points requires 1 minute per point. You can receive more than one benefit during each period of immersion you undergo. For example, you could restore three negative levels and four drained ability points by remaining immersed for 7 consecutive minutes.Your caster level for this ability is equal to your class level.

Divert River (Sp): At 9th level, you become capable of changing the course of a river for a short time. With slow-moving rivers, this is the equivalent of casting both versions of *control water* simultaneously: lower water downstream of your location, and raise water aimed at where you divert the river. Water overflows the river's bank where you specify, rather than following the natural contours of the river. With fast-moving rivers, the effect is more dramatic: The river downstream is affected as though the lower water version of *control water* had been cast, and a *flashflood* effect, as the spell (see page 114), originates at the point on the river that you specify. Regardless of the speed of the river, the effect lasts for 2 hours unless you choose to end it sooner.

Multiclass Note: A paladin who becomes a scion of Tem-Et-Nu may continue advancing as a paladin.

PLAYING A SCION OF TEM-ET-NU

Your top priority in any mission is to ensure that no mortal agency does damage to the waterways or preys upon those who depend on the rivers. Beyond that, you are free to wander far and wide, though you need to be cognizant of your duty to your deity and make sure that your adventuring does not interfere with that duty. If possible, enlist your allies to help you. Strike a bargain, if necessary, to aid them in their adventuring if they help you achieve your greater goal of serving Tem-Et-Nu.

Even though you might be the only one in your group who serves Tem-Et-Nu, you need not play the loner; the wise warrior knows when to seek the aid of friends and allies. Of course, the cult of Tem-Et-Nu would prefer that you work with those who worship the river deity, but it is willing to overlook such a small matter—provided none of your allies are evil.

Combat

Although paladins of Tem-Et-Nu have a reputation for straightforward combat tactics, this reputation is undeserved, and scions of Tem-Et-Nu drive that point home.

Illus. by M. Cotie

You might agree to meet an enemy alone in single combat, but that doesn't mean you haven't planned for a betrayal on the enemy's part.

Most of the features of the scion of Tem-Et-Nu class are not designed to improve your combat prowess, but rather to increase your versatility. The ability to walk upon water (gained at 3rd level) allows you to approach vessels on the river while wearing full armor. The ability to raise and lower water (gained at 6th level) allows you to aid or hinder the movement of boats, or perhaps to expose aquatic enemies to one's nonswimming allies. Finally, the 9th-level ability to temporarily divert an entire river allows you to direct water where it is needed most (for crops and such), and also to beach enemy ships.

Advancement

Your advancement is in the hands of the clerics of Tem-Et-Nu; you are their servant. Initially, you travel up and down the river, visiting farms and fishing villages, helping them where and how you can. When you take your first level in the scion prestige class, you act as a river marshal, not only helping out but also actively taking part in the communities you visit, as though each one were your home. As time passes, you are expected to teach and organize these communities so they can operate without your direct supervision. The goal is to eventually select a likely community in which to build another temple to Tem-Et-Nu, thus spreading the river deity's influence even further.

Resources

Your best resource as a scion of Tem-Et-Nu is the temple of Tem-Et-Nu. Although the temple cannot provide everything for you, its clerics can bless your armor (helping you maintain your buoyancy class feature), provide you with information (both on current events and ancient lore), and heal your injuries (and those of any individuals aiding you) free of charge. So long as you adventure close to Tem-Et-Nu's riverside temples, you always have a place to rest for the night without worrying about being ambushed by wandering villains. If you travel upon the river, you can always borrow passage on one of the temple's river barges—though they only make stops at other temples. So long as your companions are not evil, and you vouch that they are assisting your work in some way, these resources are also available to them.

SCIONS OF TEM-ET-NU IN THE WORLD

If the PCs adventure on or near a major waterway in the waste, they will eventually encounter a scion of Tem-Et-Nu. Such individuals are potentially helpful allies (or at least temporary resources), assuming the PCs are not evil; evil PCs can expect to be treated with suspicion or outright hostility. They might be asked to move on or simply be attacked, depending on how powerful they are (or appear to be).

Organization

Scions of Tem-Et-Nu usually work alone or with a small group of allies, but if they are operating on a waterway, other scions are not far off. The scions report their activities and investigations at every temple of Tem-Et-Nu they come across, and the temples impart that information to the other scions who visit. This passing of information might include a call for reinforcements. Such a call generally garners 1d3+1 other scions, arriving at a rate of one per day; these other scions are of a level comparable to the scion who requested their aid.

A typical scion of Tem-Et-Nu is Karlott, who specializes in coming to the aid of other scions. Though she puts in a requisite amount of time helping farmers with irrigation issues and tracking down smugglers on the river, Karlott is far more interested in rumors of scions seeking additional comrades-in-arms. She drops everything to rush to the scene and pledge her blade to the cause. Other more experienced scions think of her as something of a loose cannon, but they cannot fault her performance in combat.

NPC Reactions

The average law-abiding citizen who lives or works on a waterway is generally quite happy to see a scion of Tem-Et-Nu; the scions are always ready to lend a hand and frequently pass out gold coins as a gesture of charity (a practice the scions call "cutting loose the ballast"). Nobles are a little less happy to see scions, because while a visit from a scion might be merely a courtesy call, it could also be a request for funds or some other costly form of aid. A noble's refusal to provide such aid—even on perfectly legitimate grounds—almost always leads to an uncomfortable silence during which the noble suspects that the scion is using her powers to determine whether or not the noble is refusing out of evil intent (through the medium of *detect evil*). Some nobles—perhaps those with guilty consciences—have spoken out against this practice, and in response the scions generally deny subjecting nobles to divination spells without their permission; the scions claim they are merely remaining silent while considering an alternate form of persuasion.

Although scions of Tem-Et-Nu are a kind of law unto themselves as far as the rivers are concerned, they do not consider themselves apart from the law. For one, they have no prison facilities; anyone they arrest must be handed over to the normal authorities. In fact, most appointed officers of the law see the scions as a type of "citizens' watch" group, and they trust the scions' scrupulous adherence to the law and their care for the welfare of the community.

Authorities often consult with the scions regarding crimes committed on or across rivers (though most scions have no particular ability to track down clues, in the water or anywhere else).

The only real clashing point is jurisdiction. The scions believe it is in their mandate to confiscate illegal goods found in or on the water, and then give them to the temples to sell (or in some cases destroy) to raise funds. Since most authorities earn their living by levying fines, they see the scions' policy of confiscation as taking food out of their families' mouths. The scions relent, giving up some of what they have confiscated, when there is too much for them to carry themselves, but otherwise they refer the authorities to the temples—at which point most law officers simply give up. The clerics are notoriously difficult to convince once the treasure is locked up in their vaults.

SCION OF TEM-ET-NU LORE

Characters with Knowledge (religion) can research the scions of Tem-Et-Nu to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The scions of the river deity are guardians of the river. They keep the waterways clear of smugglers and pirates, and they're never too busy to help mend a dam or rescue livestock from the water. They sometimes even hand out money, if they think you need it.

DC 15: The scions of Tem-Et-Nu travel from temple to temple, reporting on conditions along the river and looking for news of trouble spots. They generally travel on boats or barges, but some of them have mounts.

DC 20: The scions have a strict code of honor, and that applies to how they fight, as well. One rarely turns down a challenge to single combat, even if it's clearly a trap. Only if a life is in danger elsewhere or a scion is engaged on an important mission will she turn a challenger away; even then, she usually comes back to the challenge eventually.

DC 30: Characters who achieve this level of success can learn important details about specific scions of Tem-Et-Nu in your campaign, including notable allies and companions.

PCs who try to establish contact with a scion of Tem-Et-Nu usually must visit the nearest temple of the river deity and inform the clerics there. Word will eventually reach the scion in question. If the PCs are trying to enlist the scion's services, give them a +2 circumstance bonus on the check if the mission involves a waterway, and another +2 bonus if the PCs make a suitable donation to the temple.

SCIONS OF TEM-ET-NU IN THE GAME

Scions of Tem-Et-Nu aren't particularly invasive—they're almost monklike in their single-minded devotion to their duties—so adding them to a campaign should be relatively easy. The scions could have been around all along: They were those friendly river marshals the PCs saw helping farmers and fishers.

This prestige class appeals to players who appreciate the paladin lifestyle but want to take it in a more specific direction. A DM with a scion of Tem-Et-Nu in his campaign should try at least some of the time to play to the scion's strengths. The DM should set adventures on or near rivers so the scion can use her powers. A DM should feel free to occasionally remind the scion's player that temple accommodations extend to the scion's companions as well—meaning free room and board in a safe environment so long as the party sticks close to the rivers and waterways.

Adaptation

The scion of Tem-Et-Nu is built around the idea of protecting important waterways. If the campaign has such regions, the scion is an excellent fit. Otherwise, simply alter the focus of the class to another vital feature of the setting. For example, a scion of Fharlanghn might protect frequently used roads in the campaign, and a scion of Moradin might protect key mountain passes. Abilities that focus on water need to be altered slightly to take the new terrain element into play. Buoyancy might instead be called sturdiness and provide the scion of Moradin a +4 bonus on Balance checks in mountainous regions. Likewise, river mastery might become plains mastery, providing the scion of Fharlanghn a +1 bonus on attack rolls and damage rolls against plains-dwelling creatures.

Encounters

When the PCs travel on or alongside a river, they probably encounter scions of Tem-Et-Nu. The disappearance of a noble's children might lead to river smugglers using the children as insurance against interference by a scion of Tem-Et-Nu, who suggests an alliance to rescue the children and stop the smugglers at the same time.

EL 8: Karlott attempts to arrest one of the PCs in a case of mistaken identity. They can help make their case by not resorting to violence; if they prove the PC's innocence in the process, they can make an ally of the scion.

Karlott: Female human paladin 6/scion of Tem-Et-Nu 2; CR 8; Medium humanoid; HD 8d10+24; hp 72; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +8; Grp +10; Atk +12 melee (1d6+3, *+1 kama*) or +8 ranged (1d8/×3, longbow); Full Atk +10/+5 melee (1d6+3, *+1 kama*) and +10 melee (1d6+2, *+1 kama*) or +8/+3 ranged (1d8/×3, longbow); SA river mastery, smite evil 2/day; SQ aura of courage, aura of good, buoyancy, *detect evil*, divine grace, divine health, lay on hands 12/day, *remove disease* 1/week, river's vigor 1/day, special mount (heavy warhorse), special mount benefits, turn undead 5/day (+2, 2d6+5, 3rd); AL LG; SV Fort +13, Ref +4, Will +8; Str 14, Dex 10, Con 16, Int 8, Wis 12, Cha 14.

Skills and Feats: Diplomacy +11, Ride +2, Sense Motive +2, Swim +17; Blessed by Tem-Et-Nu†, Skill Focus (Swim), Two-Weapon Fighting, Weapon Focus (kama).

† New feat described on page 49.

Language: Common.

River Mastery (Ex): See prestige class feature description.

Smite Evil (Su): Twice per day, Karlott can attempt to smite evil with one normal melee attack. She adds +2 to her attack roll and deals an extra 6 points of damage.

Aura of Courage (Su): Immune to fear, and each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Buoyancy (Ex): See prestige class feature description.

Detect Evil (Sp): At will, as the spell.

Divine Health (Ex): Immunity to disease.

River's Vigor (Su): See prestige class feature description.

Special Mount (Sp): Once per day for up to 12 hours, Karlott can call upon her heavy warhorse, named Shavak, as a full-round action. The creature's abilities and characteristics are summarized below.

Special Mount Benefits: Karlott gains special benefits from having a special mount. These abilities apply only when Karlott has summoned Shavak.

Empathic Link (Su): Karlott can communicate telepathically with Shavak at a distance of up to 1 mile. The master has the same connection to an item or a place that the mount does.

Share Spells (Su): Karlott may have any spell she casts on herself also affect her special mount if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her mount.

Paladin Spells Prepared (caster level 3rd): 1st—*bless water, divine favor.*

Possessions: +1 mithral shirt, 2 *+1 kamas,* longbow with 20 arrows, *ring of swimming, potion of bull's strength, potion of shield of faith +3,* 175 gp.

Shavak: Heavy warhorse special mount; CR —; Large magical beast; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk +8 melee (1d6+4, hoof); Full Atk +8 melee (1d6+4, 2 hooves) and +2 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA —; SQ improved evasion, low-light vision, scent, share saving throws; AL LG; SV Fort +11, Ref +6, Will +6; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +6, Spot +5; Endurance, Run, Weapon Focus (hoof).

Improved Evasion (Ex): If Shavak is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

SCORPION HERITOR

"Beneath every stone lurks a scorpion."

—Anekhet, a scorpion heritor

The desert scorpion is thought to symbolize revenge, and sometimes cruelty. In the waste, the scorpion also symbolizes stealth, passion, and perseverance in the face of extinction. By emulating the essence of the scorpion and becoming one with the scorpion's strength, desert people can tap into the scorpion's vitality. Scorpion heritors, through a special relationship with the scorpion spirit, gain the mystical abilities of the scorpion, and can even take its shape.

BECOMING A SCORPION HERITOR

Only characters who already revere the scorpion, who know something of its ways, who know how to survive in the desert, and who have taken the scorpion's venom into their blood can become scorpion heritors. Rogues are most often associated with the scorpion heritor class, but it isn't unheard of for barbarians, rangers, or even fighters to pick up a few levels of the prestige class. Most classes have to buy at least some ranks in required skills as cross-class skills.

ENTRY REQUIREMENTS

Base Attack Bonus: +3.

Skills: Hide 8 ranks, Knowledge (nature) 4 ranks, Survival 4 ranks.

Feat: Scorpion's Resolve.

Special: Must have survived the venomous sting of a monstrous scorpion.

TABLE 3–6: THE SCORPION HERITOR **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Scorpion's Instincts
2nd	+1	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+1	+1	Scorpion form
4th	+3	+4	+1	+1	Sneak attack +2d6
5th	+3	+4	+1	+1	Envenom blade, immunity to scorpion venom
6th	+4	+5	+2	+2	Sneak attack +3d6
7th	+5	+5	+2	+2	Scorpion's Sense
8th	+6	+6	+2	+2	Sneak attack +4d6
9th	+6	+6	+3	+3	Tail of the scorpion
10th	+7	+7	+3	+3	Sneak attack +5d6

Class Skills (8 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Knowledge (nature), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Magic Device, and Use Rope.

CLASS FEATURES

All of the following are class features of the scorpion heritor prestige class.

Scorpion's Instincts: You gain Scorpion's Instincts (see page 53) as a bonus feat.

Sneak Attack: Beginning at 2nd level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus to AC. This extra damage applies to ranged attacks only if the target is within 30 feet. See the rogue class feature, page 50 of the *Player's Handbook*. This damage increases at 4th, 6th, 8th, and 10th level.

Scorpion Form (Su): Beginning at 3rd level, you can take the form of a Tiny monstrous scorpion once per day, as if using the *polymorph* spell, for up to 1 minute.

Envenom Blade (Ex): At 5th level, your saliva becomes venomous. As a free action three times per day, you can envenom your melee weapon, a thrown weapon, or a piece of ammunition for a ranged weapon. Using this ability does not provoke attacks of opportunity. The Fortitude save DC of the venom is equal to 15 + your Wis modifier. The venom deals 1d4 points of Constitution damage as its primary and secondary damage. If you already have a bite attack, you can choose to envenom your bite as a use of this ability.

Immunity to Scorpion Venom (Ex): At 5th level, you gain immunity to all scorpion poisons (but not to the poison of other creatures).

Scorpion's Sense: At 7th level, you gain Scorpion's Sense (see page 53) as a bonus feat.

Tail of the Scorpion (Su): At 9th level, you learn to grow a dark, translucent scorpion's tail once per day, which magically emerges from whatever clothing or armor you're wearing. The stinger on the end of the tail deals the damage indicated on the table below, + 1/2 your Strength bonus (if any). The DC for the poison save is 10 + 1/2 your Hit Dice + your Con modifier.

You can wield a weapon in one or both hands at your normal attack bonus and make a secondary natural attack with the tail at a –5 penalty.

Scorpion Heritor Size	Stinger Damage	Poison Damage (initial and secondary)
Small	1d3	1d2 Con
Medium	1d4	1d3 Con
Large	1d6	1d4 Con

The tail of the scorpion lasts for 1 hour or until you dismiss it. Growing or dismissing the tail is a standard action.

PLAYING A SCORPION HERITOR

You hold a deep reverence for scorpions, both of the normal and monstrous varieties. You know that the scorpion has much to teach, if only you could see the lessons it can provide. It is a survivor, preferring to strike suddenly from hiding. If forced into open combat, it is still a vicious, dangerous foe—like you. Though you would not willingly kill your lesser brethren, the monstrous scorpions that range the desert are tests—by slaying them, you gain their strength and increase your own skill.

Sometimes you take it upon yourself to explain to your friends the lessons the scorpion has to teach, if they seem as if they have open minds. You don't particularly enjoy having proverbs thrown back in your face, especially the untruthful tale of the Frog and the Scorpion. You prefer truisms such as, "In ten thousand years the lands now green will be dry and dead, home of the scorpion," or, "When you least expect it, you may find the desert in the heart of your brother. When you do, weather the storm like the scorpion. If necessary, seek vengeance afterward."

Combat

Like the scorpion, you are swift, stealthy, and lethal. You are most effective when your enemies least expect your presence. Where others depend on charge attacks and direct strength of arms, you pick your moments, delivering your deadly attacks from the shadows.

In most cases, you should allow your brawnier companions, if any, to engage in conflict first, thus drawing the attention (and attacks) of your enemies. Once so engaged, your foes become easy prey for you. Even if you accidentally draw a few attacks from your enemies, in most cases your allies have already softened up the enemy sufficiently so that your assaults will be sufficient to finish the task.

At 3rd level, you become able to briefly take the form of a scorpion. Tiny in size, you can slip into places unguessed by your foes, wait in hiding for your moment to strike, or spy out secrets that you could never have learned otherwise.

At 5th level and higher, you can envenom your weapons with the scorpion's poison. Use this ability against your most potent foes, weakening them enough for your physical attacks to bring the final darkness.

Advancement

For the children of the scorpion, advancement is straightforward: Continue to focus on skills such as Hide, Move Silently, and Tumble. Spend discovered treasure hoards on poison, magic weapons, and protective magic. The Mobility feat is good to consider, as is Two-Weapon Fighting.

As a scorpion heritor, you can choose to walk your own path as you increase in power, or you can link your fortunes with the Lodge of the Scorpion (see Scorpion Heritors in the World, below), an organization that exists in some of the deep deserts of the world.

Resources

You have to rely on yourself more than anything else. Alone but hidden, your strength is magnified. However, if you do join the Lodge of the Scorpion (or are already a member, having gained your training in this prestige class from that organization), you discover that the lodge helps its own, providing a place to rest, relax, and heal from past exploits.

Other groups in the desert that revere the scorpion, such as the asherati and certain desert nomads, will also aid you if you are in distress, should you reveal your affiliation. On the other hand, stay clear of bhuka and common merchant caravans moving through the desert, which revile the scorpion as vermin.

SCORPION HERITORS IN THE WORLD

If the PCs venture into the waste, they will eventually encounter those who revere the scorpion for its ability to survive the harshest of climates. Wherever those who honor scorpions are found, scorpion heritors likely hide in the sands.

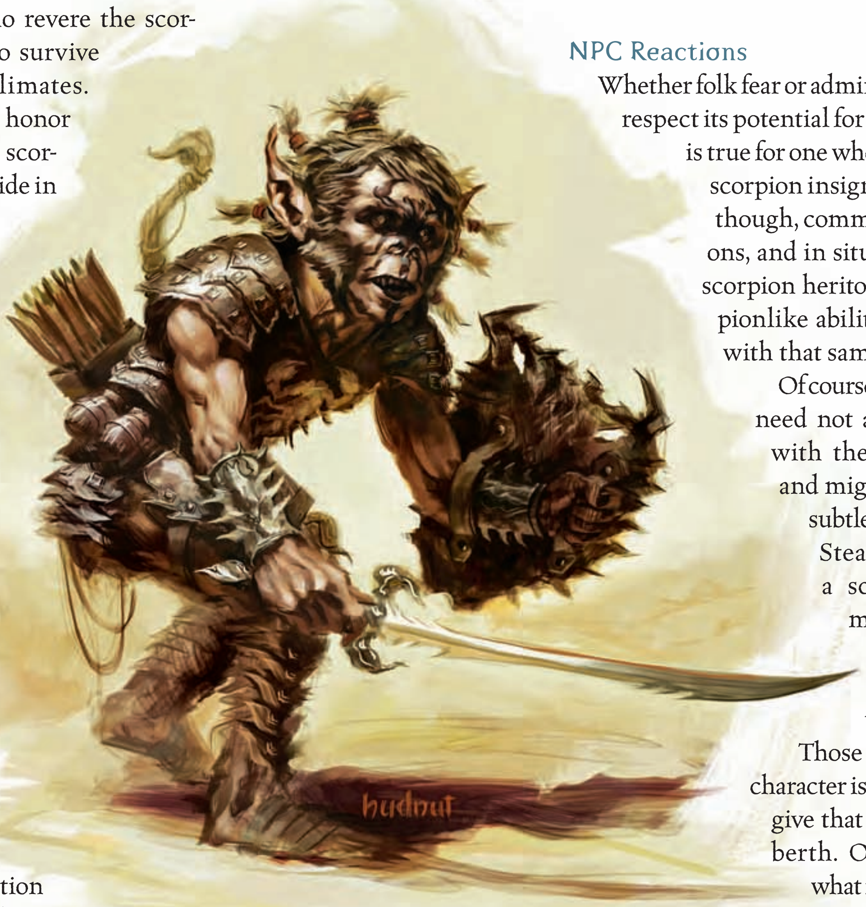
Organization

In all the deserts of all the worlds, many groups have chosen to revere a particular desert creature, extolling its ability to survive and seeking to learn from the lessons that the creature's mere existence can reveal. These groups are referred to as lodges. A lodge represents an association that goes beyond village or even desert borders, and a member of a given lodge can often find associates and a place to rest in the appropriate lodgehouse in another location. In addition to providing a safe house and gathering point for its members, a lodge also focuses on skills, conferred abilities, and extraordinary powers based on the creature from which the lodge takes its name. The Lodge of the Scorpion is the most pervasive, yet because of its secrecy and focus on stealth, it might be the least well known.

A typical lodgehouse for the Lodge of the Scorpion serves as a boarding house, meeting place, and training hall for its members. Many members live within its walls year round. Each lodgehouse is governed by an Elder of the Lodge, who sees to it that those who stay within the space abide by the rules.

To join the Lodge of the Scorpion, a character must submit to the initiation—being stung on the palm by a scorpion and surviving the experience. Some knowledge of the scorpion must also be demonstrated (Knowledge [nature] 1 rank), though someone usually joins a lodge for the purpose of learning more.

Each scorpion lodge has a particular quality associated with its reverence for a creature type, which is often linked with a feat (see Chapter 2). Scorpion's Resolve is the feat associated with the Lodge of the Scorpion.



Anekhet follows the path of the scorpion heritor

Illus. by D. Hudnut

NPC Reactions

Whether folk fear or admire the scorpion, all respect its potential for danger. The same is true for one who openly bears the scorpion insignia. On the whole, though, commoners fear scorpions, and in situations where the scorpion heritor reveals his scorpionlike abilities, he is greeted with that same fear.

Of course, scorpion heritors need not adorn themselves with the scorpion motif, and might instead choose subtlety over dramatics. Stealth—and likely a scorpion heritor's mission—requires that he not stick out as a potential danger.

Those who know that a character is a scorpion heritor give that individual a wide berth. One never knows what might cause a scorpion to sting, and many wonder if the same might not be true for the scorpion heritor.

SCORPION HERITOR LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research the scorpion heritors to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: Some think the scorpion's survival in the desert is a worthy feat. These individuals are called scorpion heritors.

DC 15: The scorpion heritors are trained by an organization dedicated to revering the scorpion, called the Lodge of the Scorpion.

DC 20: Those who seek to become a member of the Lodge of the Scorpion or a scorpion heritor must submit to the sting of a scorpion.

DC 30: Scorpion heritors emulate the scorpion, gaining more than that creature's resolve and ability to sense things normally unseen—their saliva is venomous, and they posses the scorpion's tenacity and deadly stealth.

PCs who try to establish contact with a scorpion heritor (for whatever reason) should make a DC 20 Gather Information check to find a lodgehouse for the Lodge of the Scorpion, through which contact can be arranged, or a DC 25 Gather Information check to track a scorpion heritor down directly. If the PCs are trying to hire a scorpion heritor to infiltrate or slay an enemy in the desert, give them a +2 circumstance bonus on the check.

SCORPION HERITORS IN THE GAME

Scorpion heritors are there if you need them, ranging the deep desert in search of prey or sometimes helping those in need. Other scorpion heritors leave the desert entirely, roaming in more verdant realms but still relying on their desert-bred abilities.

Adaptation

This prestige class is most suited to those who prefer stealth to direct confrontations. They might have strange habits, such as a predilection for keeping dangerous pets (typically normal scorpions), that set them apart from others. Despite their differences, scorpion heritors probably do not require any great stretch on the DM's part to include in the game, since their abilities are self-contained and in accord with the standard rogue class.

Encounters

The PCs should rarely encounter NPC scorpion heritors unless the party already includes a member of the class. In this case, brothers and sisters from the nearest lodgehouse sometimes make contact, passing on the latest news and gossip of interest to those who revere the scorpion.

EL 10: Anekhet the scorpion heritor has been hired by an enemy of the PCs to slay one of their number for past transgressions.

Anekhet: Male goblin rogue 5/scorpion heritor 5; CR 10; Small humanoid (goblinoid); HD 10d6+10; hp 50; Init +8; Spd 30 ft.; AC 24, touch 17, flat-footed 19; Base Atk +6; Grp +2; Atk +13 melee (1d4+1/18–20, *+1 rapier*) or +13 ranged (1d4+1/×3, *+1 shortbow*); Full Atk +13/+8 melee (1d4+1/18–20, *+1 rapier*) or +13/+8 ranged (1d4+1/×3, *+1 shortbow*); SA envenom blade 3/day, sneak attack +5d6; SQ evasion, immunity to scorpion poison, scorpion form 1/day, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +4, Ref +12, Will +4 (+7 against mind-affecting spells and abilities); Str 10, Dex 21, Con 13, Int 14, Wis 13, Cha 8.

Skills and Feats: Balance +2, Disable Device +15, Hide +24 (+26 in loose soil), Jump +2, Knowledge (nature) +8, Listen +14, Move Silently +18 (+20 in loose soil), Open Lock +18, Ride +18, Search +12, Spot +14, Survival +5 (+7 aboveground), Tumble +18; Improved Initiative, Point Blank Shot, Scorpion's Instincts^{B}, Scorpion's Resolve, Weapon Finesse.

Envenom Blade (Ex): See prestige class feature description.

Sneak Attack (Ex): Anekhet deals an extra 5d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. See the rogue class feature, page 50 of the *Player's Handbook*.

Evasion (Ex): If Anekhet is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Scorpion Form (Su): See prestige class feature description.

Trapfinding (Ex): Anekhet can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Anekhet retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 studded leather armor, +2 buckler, +1 rapier, +1 shortbow with 20 arrows, 5 silvered arrows, *gloves of Dexterity +2, ring of protection +1, potion of cure serious wounds.*

WALKER IN THE WASTE

"The waste is a monument filled with eternal reminders."
—Abesukh Habah, a walker in the waste

A walker in the waste embodies the harsh, unforgiving nature of the desert. The waste's dryness can perfectly preserve a royal city, a wondrous creature, or a towering forest—caught at the very moment of death, before age and decay can spoil it. Maybe you want to protect your chosen environment and warn away those who would intrude. For you, most living things are nothing more than potential exhibits, and your soul is as parched as the sands that surround you.

BECOMING A WALKER IN THE WASTE

Clerics who serve deities of thirst are the most common characters to take levels in this class. You already worship a harsh deity, and the magic of the dry and deadly waste comes readily to you. If you're a desert druid of a harsh bent, you might take up this path as well.

ENTRY REQUIREMENTS

Alignment: Any nongood.
Feat: Heat Endurance.
Spells: Ability to cast at least three spells of the Sand or Thirst domain as divine spells.

CLASS FEATURES

All of the following are class features of the walker in the waste prestige class.

Spellcasting: At each level except 1st and 10th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a walker in the waste, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Improved Heat Endurance: You gain Improved Heat Endurance (see page 50) as a bonus feat. If you already have the Improved Heat Endurance feat, you can choose another feat.

Desiccating Touch (Su): As a touch attack, you can drain moisture from a living creature. At 1st level, this ability deals 1d6 points of dessication damage, or 1d8 points to plant creatures or elementals with the water subtype. At every odd-numbered level thereafter, the dessication damage increases by 1d6 (or 1d8), to a maximum of 5d6 (or 5d8) at 9th level. The touched creature can make a Fortitude save (DC 10 + walker in the waste level + your Wis modifier) for half damage.

The Wasting (Su): On reaching 2nd level, you can transform a handful of dust or sand into a terrible disease. Once per day, you can blow sand into the face of a living opponent within 20 feet. Using this ability is a standard action that provokes attacks of opportunity. You can pick up dust from the ground as a move action or take it from a pouch as a free action. The opponent is entitled to a Reflex save (DC 10 + walker in the waste level + your Wis modifier) to avoid inhaling the dust. On a success, the dust has no effect and drifts harmlessly to the ground. An opponent who fails this save contracts the wasting, a supernatural affliction that gradually mummifies its victims (see Disease, page 21).

Local Drought (Su): Beginning at 3rd level, you can produce desert conditions in a 20-foot-radius emanation with you at the center. The temperature band in that area rises by one step or to hot, whichever produces the hotter result. (See Heat Dangers and the effects of natural dehydration in Chapter 1.) You can suppress this effect for 1 round as a free action, but it renews automatically on your next turn unless you consciously suppress it again.

Withered Toughness (Ex): When you attain 4th level, your body becomes inured to the arid conditions in which you thrive. Your flesh grows leathery and tough, and your natural armor bonus improves by 2. In addition, you gain immunity to the effects of dehydration (although not the effects of magical dessication damage) and heat dangers (such as heat exhaustion and sunstroke), sun glare, and sunburn, although fire damage affects you normally.

Pillar of Salt (Sp): At 5th level and higher, you can use *flesh to salt* once per day, duplicating the effect of the spell (see page 116). Your caster level for this ability is equal to your class level.

Create Sand Golem (Ex): At 6th level, you learn the secret of creating a sand golem (see page 182). You do not need the Craft Golem feat to create a sand golem, as you normally would, but you cannot use this ability to create any other type of golem.

Create Salt Mummy (Su): At 8th level, you learn a specialized form of the ancient art of mummification. Invested with the dark power of the waste, you are able

TABLE 3–7: THE WALKER IN THE WASTE HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Desiccating touch 1d6, Improved Heat Endurance	—
2nd	+1	+0	+0	+3	The wasting	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Desiccating touch 2d6, local drought	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Withered toughness	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Desiccating touch 3d6, *pillar of salt*	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Create sand golem	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Desiccating touch 4d6	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Create salt mummy	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Desiccating touch 5d6, greater drought	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Dry lich	—

Class Skills (2 + Int modifier per level): Concentration, Craft (alchemy), Decipher Script, Heal, Intimidate, Knowledge (arcana), Knowledge (geography), Knowledge (nature), Profession, Spellcraft, and Survival.

to preserve and animate a corpse. You also add to it the essence of dehydration to produce a horrid salt mummy (see below).

Greater Drought (Su): Beginning at 9th level, you can produce extreme desert conditions in a 100-foot-radius emanation with you at the center. The temperature band in that area rises by two steps or to severe heat, whichever produces the hotter result. (See Heat Dangers and the effects of natural dehydration in Chapter 1.)

You can suppress this effect for 1 round as a free action, but it renews automatically on your next turn unless you consciously suppress it again. This effect supersedes that of the local drought ability.

Dry Lich: On reaching 10th level, you learn to apply the secrets of waste preservation to your own body, becoming a dry lich. You must undergo the Sere Rite, overseen by another dry lich, which includes preserving your flesh, removing your organs and storing them in special canopic jars, and imbuing your body with foul magic to make it undying. See the dry lich template, page 155, for more information.

As a dry lich, you cannot be permanently killed unless the canopic jars containing your life essence are destroyed.

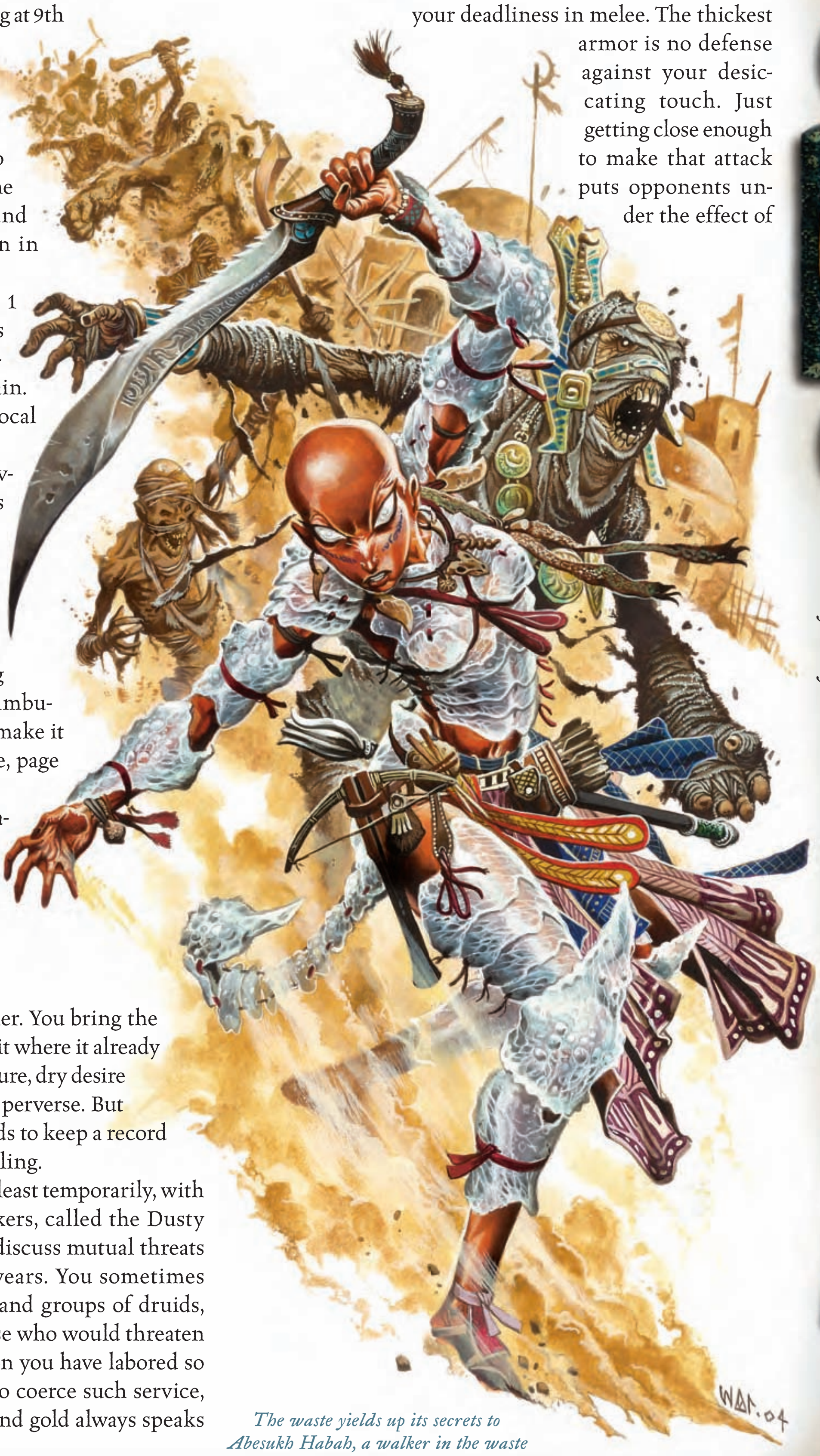
PLAYING A WALKER IN THE WASTE

However you got here, you're a loner. You bring the desert with you, and you maintain it where it already exists. Not many understand your pure, dry desire to preserve. They think it is evil or perverse. But you know the truth: Someone needs to keep a record of what was. There is no higher calling.

At times you must join forces, at least temporarily, with others. A loose fellowship of walkers, called the Dusty Conclave, occasionally gathers to discuss mutual threats and plan action for the coming years. You sometimes work with desert-dwelling tribes and groups of druids, rangers, or barbarians to repel those who would threaten your waste and destroy the creation you have labored so hard to craft. You might use fear to coerce such service, but the desert also has its riches, and gold always speaks the right language.

Combat

You are a spellcaster primarily, not trained for hand-to-hand combat, but your enemies might underestimate your deadliness in melee. The thickest armor is no defense against your desiccating touch. Just getting close enough to make that attack puts opponents under the effect of



The waste yields up its secrets to Abesukh Habah, a walker in the waste

Illus. by W. Reynolds

your local drought ability, possibly weakening and damaging them. You retain impressive spellcasting power, and once you have created golem servants, direct attacks against you become more difficult.

After you have learned the art of creating salt mummies, you "seed" them about the waste to maintain permanent vigilance. You always have at least one by your side as protection or to strengthen your bargaining position. Your tactics are straightforward: Send in the monster, then use spells and devastating touch attacks against distracted foes. When working with a group, it's best to maintain your distance so as not to catch your allies in the local drought that surrounds you. You might advance, taking cover from one or more golem or mummy companions, weakening your foes while allies lob in ranged attacks. Alternatively, you might stand back and use *pillar of salt* to remove your most powerful foe, then let your companions finish off any remaining threats.

Once you have attained the pinnacle of your career, you are a fearsome monster in your own right. Those who do not quail before your terrible presence only hurt themselves when they try to harm you. Your vulnerabilities are few, and the armies of servants you can create keep all but the mightiest challengers from ever facing you. Only the hated touch of water is a true threat—you take extensive precautions to keep it from entering your domain.

Advancement

A walker is not recruited so much as awakened. You are filled with a profound, all-consuming love for the arid beauty of the waste. You would do anything to be closer to that essence, to spread its cleanliness across the world. You spend more and more time wandering the deserts, practicing your magic and growing increasingly acclimated to the environment. Eventually, you encounter another who is equally dedicated to the waste. That one tells you of the fraternity of those who love the desert as you do, and you are introduced to the Dusty Conclave.

If you are deemed worthy of the mysteries, you become a full-fledged walker in the waste and are expected to do the conclave's work assiduously. This task is not too hard, since all in the Dusty Conclave have the same goal—to spread the waste to every part of the world. You must expand the borders of your patrol and leave clear warnings to all who would interfere. You must defend the waste, whether personally or through the artificial guardians you create. If the conclave calls, you go to war.

Resources

Your own nature leads you down the walker's path, and you attain the class's lesser abilities through your own efforts. To craft the sand golems and salt mummies that are so indispensable to your work, you need the ancient lore of the Dusty Conclave. That organization is the source of the special materials needed to create these servants. The Sere Rite of your ultimate preservation also requires the participation of a dry lich, and only these most ancient walkers possess the knowledge of the materials and magic needed for that transformation.

If your patrol is threatened by those who would harm the desert, you are expected to deal with the interlopers. Even a novice in the class has power enough to destroy or dissuade enemies. Against greater threats, the conclave moves together. Each walker has a scarab amulet that is attuned to the others—a mental call for help brings others swiftly. Each sand golem also has such an amulet, and its creator can send the creature to the aid of any other who calls for it.

WALKERS IN THE WORLD

The existence of walkers in the waste offers a way to bring the desert environment to the PCs instead of forcing them to travel to a new location.

Organization

The Dusty Conclave has few members, so each walker patrols a large tract of the waste. They gather at most once a year, usually at midsummer noon to participate in ritual magic, exchange news, and address pressing issues. The conclave also maintains and passes on the knowledge of crafting sand golems and animating salt mummies to those deemed worthy of such knowledge. To demonstrate your worthiness, you must undertake a mission for the conclave. Usually this mission involves furthering the spread of the waste in some way: drying up a village's water supply to force the inhabitants out, making a pilgrimage and an offering to a desert dragon, or establishing diplomatic ties with efreet or other dangerous waste spirits. If the conclave is satisfied that you have performed the task well, it introduces you to the higher mysteries. Otherwise, the conclave withholds the secrets of mummification and immortality (in game terms, you do not progress beyond 7th level in the prestige class).

Reactions

Most other waste-dwellers fear the walkers. They see you and your comrades as heartless monsters who cruelly destroy life, but they don't understand. People who inhabit the borders of a waste truly loathe walkers, for it is their land that is most in danger of "preservation." If a walker is known to have entered the region, the leaders of desert-bordering settlements waste no time in assembling a force to combat the threat. Experienced adventurers are in great demand when such a threat looms.

Savage desert beings, such as scablands orcs, might offer a form of worship to a walker. They make excellent agents to clear the way of unnecessary life as you approach. Such creatures, though, have little sense of the value of history. Their looting destroys most items worthy of preservation, so they are best used only as shock troops; the more controllable golems can finish the job.

Bhukas hate walkers in the waste with a deep passion. They view such beings as the antithesis of their mother deity, since the walkers seem dedicated to undoing her great works. The presence of a walker is one of the few things that drive this peaceable race to take up arms.

WALKER LORE

Characters with Knowledge (arcana) or the bardic knowledge ability can research walkers in the waste to learn more about them.

DC 10: A terrible creature brings the desert with it wherever it travels.

DC 15: Certain spellcasters devoted to the magic of thirst are able to create new desert and leave behind dried husks of living things.

DC 20: Walkers in the waste are able to create hideous monsters of sand and salt, and the most powerful of them are undead creatures themselves.

DC 30: The walkers form a loose organization called the Dusty Conclave; their goal is to transform the world into desert. The most powerful members of this group are dry liches, undead beings that embody dryness. Their high ceremonies are held at midsummer noon.

WALKERS IN THE GAME

An NPC walker in the waste presents an ongoing threat to civilization, which can form the basis of an entire story arc. Integrating a PC walker into the game is more difficult, since such beings are solitary by nature; however, a party of nongood characters could form the retinue of a walker, traveling together to spread the waste to other parts of the world. Alternatively, adventuring with a walker can appeal even to good PCs if the walker's goal happens to support a worthwhile endeavor (such as drying up the swamps of evil lizardfolk).

Adaptation

If the idea of a solitary walker in the waste is not appealing as a prestige class choice, you can modify the concept. Instead of heartlessly spreading the desert, the walker is instead an environmental champion, a militant druid dedicated to protecting the waste against the encroachment of civilization or holding off the advance of hostile beings. Such a concept omits the nongood alignment requirement for the class. Such a walker might lead or hire an expedition to defend her homeland, or come to the aid of desert folk who are under attack.

Encounters

Below is a high-level encounter involving a walker in the waste.

EL 16: Abesukh Habah is an asherati druid and walker in the waste who is fanatically dedicated to preserving and expanding sandy territory for her people to colonize and travel. She and her retinue of horrid monsters are laying siege to a farming settlement on the edge of the Great Waste, ruining crops, destroying irrigation structures, and murdering townsfolk.

Abesukh Habah: Female asherati druid 5/walker in the waste 9; CR 14; Medium humanoid; HD 5d8+10 plus 9d6+18; hp 85; Init +4; Spd 20 ft., burrow 20 ft. (loose soil only); AC 23, touch 10, flat-footed 23; Base Atk +7; Grp +8; Atk +9 melee (1d6+2/18–20 plus 1d6 dehydration, +1 *desiccating scimitar*); or +8 ranged (1d8+1/19–20, masterwork light crossbow); Full Atk +9/+4 melee (1d6+2/18–20 plus 1d6 dehydration, +1 *desiccating scimitar*) or +8 ranged (1d8+1/19–20, masterwork light crossbow); SA desiccating touch 5d6, greater drought, *pillar of salt* 1/day, the wasting 1/day; SQ animal companion (monitor lizard), animal companion benefits, asherati traits, body lamp, create salt mummy, create sand golem, nature sense, resist nature's lure, resistance to fire 10, sandswim, trackless step, wild empathy +5 (+1 magical beasts), wild shape 1/day, withered toughness, woodland stride; AL N; SV Fort +9, Ref +6, Will +15; Str 12, Dex 10, Con 14, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +14, (+18 casting defensively), Hide +0 (+2 sand), Knowledge (geography) +9, Knowledge (nature) +11, Listen +7, Move Silently +0, Spellcraft +13, Spot +7, Survival +12 (+14 to avoid becoming lost, aboveground); Combat Casting, Heat Endurance†, Improved Heat Endurance†,B, Improved Initiative, Lightning Reflexes, Scorpion's Sense†.

† New feats described in Chapter 2.

Desiccating Touch (Su): See prestige class feature description.

Greater Drought (Su): See prestige class feature description.

Pillar of Salt (Sp): See prestige class feature description.

The Wasting (Su): See prestige class feature description.

Animal Companion: Abesukh's animal companion is a lizard named Het. The companion's abilities and characteristics are summarized on page 275 of the *Monster Manual*. Its bonus trick is fetch.

Animal Companion Benefits: Abesukh gains special benefits from having an animal companion.

Link (Ex): Abesukh can handle Het as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her lizard.

Share Spells (Ex): Abesukh may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. Abesukh may also cast a spell with a target of "You" on her animal companion.

Asherati Traits: Asherati are naturally dry, and are vulnerable to contact with water. If completely wet, an asherati takes a –1 penalty on attack rolls, ability checks, and skill checks. If submerged in water, an asherati cannot hold her breath and must immediately begin making Constitution checks to avoid drowning.

Asherati must still drink water to survive, but only one-quarter the amount of water per day that humanoids of their size must normally consume to avoid dehydration.

Body Lamp (Su): Abesukh can make her skin glow at will, shedding light out to 60 feet and shadowy illumination out to 120 feet. The light is sufficient for her to navigate by while sandswimming in loose sand, dust, or ash. Once per day as a free action, Abesukh can bring her skin up to full brilliance so rapidly it can dazzle creatures within 30 feet. A creature can make a DC 17 Fortitude save to negate the effect. The save DC is Charisma-based.

Create Sand Golem (Ex): See prestige class feature description.

Create Salt Mummy (Su): See prestige class feature description.

Resist Nature's Lure (Ex): Abesukh gains a +4 bonus on saving throws against the spell-like abilities of fey.

Sandswim (Su): Abesukh has a burrow speed equal to her base land speed while wearing light armor or carrying a light load and traveling through sand, ash, or other loose soil. This speed drops to 5 feet with a heavier load or if she tries to drag a Medium or larger creature along. Abesukh can breathe normally while sandswimming.

Trackless Step (Ex): Abesukh leaves no trail in natural surroundings and cannot be tracked.

Withered Toughness (Ex): See prestige class feature description.

Woodland Stride (Ex): Abesukh can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 14th): 0—*detect magic* (2), *read magic* (2), *resistance* (2); 1st—*cure light wounds* (3), *desiccate*† (2) (DC 16), *entangle* (DC 16), *faerie fire*; 2nd—*freedom of breath*†, *gust of wind* (DC 17), *heat metal*, *sunstroke*† (3) (DC 17); 3rd—*call lightning* (2), *cure moderate wounds*, *greater magic fang*, *haboob*† (DC 18); 4th—*blast of sand*† (2) (DC 19), *dispel water*† (DC 19), *flame strike* (DC 19), *sandform*†; 5th—*cure critical wounds* (2), *flaywind burst*† (DC 20), *wall of fire*; 6th—*greater dispel magic*, *move earth*, *wall of stone*; 7th—*control weather*, *firestorm* (DC 22).

† New spell described in Chapter 5.

Possessions: +3 studded leather, +2 heavy wooden shield, +1 desiccating† *scimitar,* masterwork light crossbow with 20 *+1 bolts, periapt of Wisdom +4, wand of flame strike.*

† New weapon special ability described on page 131.

Sand Golems (2): hp 130, 153; see page 182.

Salt Mummy: hp 126; see below.

NEW MAGIC ITEM: CANOPIC JARS

To become a dry lich, a walker in the waste who has reached 10th level in that prestige class must undergo the Sere Rite. This ritual requires the participation of at least one other dry lich, and the prospective dry lich must also craft a set of five canopic jars in which to preserve his internal organs. Each canopic jar has a specific likeness, as given below.

Organ	Canopic Jar
Lungs	Baboon
Stomach	Jackal
Liver	Vulture
Intestines	Falcon
Heart	Human

These jars retain the dry lich's life force, and unless they are destroyed, a slain dry lich resurrects within 1d6 weeks after its destruction. The jars are Tiny objects, made of magically hardened clay or ceramic having 40 hit points, hardness 20, and a break DC of 40.

Canopic Jar: Strong necromancy; CL 14th; Craft Wondrous Item, 9th-level walker in the waste; Price 20,000 gp.

NEW MONSTER: SALT MUMMY

The salt mummy is a particularly horrid undead creature whose creation is a secret of the Dusty Conclave.

Salt Mummy: CR 8; Medium undead; HD 12d12 plus 36; hp 114; Init –1; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +6; Grp +13; Atk +9 melee (2d6+17 plus dehydrating impact, slam); Full Atk +9 melee (2d6+17 plus dehydrating impact, slam); SA dehydrating impact; SQ darkvision 60 ft., fast healing 10, undead traits, unholy toughness, water weakness; AL CE; SV Fort +4, Ref +3, Will +8; Str 27, Dex 8, Con —, Int 6, Wis 10, Cha 16.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9; Alertness, Cleave, Improved Natural Weapon (slam), Improved Toughness, Power Attack.

Dehydrating Impact (Su): Each time a salt mummy touches a living creature, the creature must make a DC 19 Fortitude save or take 4d6 points of damage as moisture is evaporated from its body. This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which instead take 4d8 points of damage. Even on a successful save, a creature still loses moisture, taking half damage. The save DC is Charisma-based.

Unholy Toughness (Ex): A salt mummy gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Water Weakness: All water deals damage to a salt mummy as if it were holy water.

EQUIPMENT

CHAPTER FOUR

Illus. by D. Kovacs

The following customized devices, specialized items, and solutions to aridity and heat separate the happy and healthy from the sick and dying in extreme waste environments. Beyond that, cultures and races native to the waste utilize unique weapons, items, and other artifacts that have evolved from their needs. Some of these innovations are particularly novel and useful, both in the waste and beyond.

WEAPONS

The weapons described in this section were developed by waste natives. Despite this, these weapons usually work just as well in other environments. All the weapons on Table 4–1: Wasteland Weapons (see the next page) have special rules; make sure to read the description of the weapon that follows for details.

WEAPON DESCRIPTIONS

The weapons found on Table 4–1: Wasteland Weapons are described below.

Atlatl: An atlatl is a cross between a thrown weapon and a projectile weapon. It uses a flat, thin board made of wood or antler, ranging from 1 to 3 feet long. One end is held in the hand while the butt of a light spear, 2 to 3 feet long, is placed in a groove at the other end. At the end of the groove is a raised spur or pin to hold the bottom of the spear in place. You hold the loaded spear and handle end of the atlatl in the same hand. With a sidearm or overhead throw, you propel the spear with a force far greater than that of a hand-thrown spear. An atlatl often has a carved stone weight attached to the board's underside, and many feature a thong of hide or cord to attach to the hand.

Battlehorn: A battlehorn is a double weapon that consists of two large horns affixed together, facing in opposite directions. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). A creature wielding a battlehorn in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. If you use a ready action to set a battlehorn against a charge, you deal double damage if you score a hit against a charging character.

TABLE 4–1: WASTELAND WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Ranged Weapons							
Atlatl	10 gp	1d3	1d4	×3	50 ft.	2 lb.	Piercing
Atlatl spear	1 gp	—	—	—	—	2 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Weapons							
Collapsing crescent fan	40 gp	1d4	1d6	19–20/×2	—	2 lb.	Slashing
Eagle's claw	20 gp	1d4	1d6	18–20/×2	—	2 lb.	Slashing and piercing
Fingerblade	45 gp	1d4	1d6	×3	—	2 lb.	Piercing
Manople[5]	35 gp	1d4	1d6	19–20/×2	—	1 lb.	Slashing or piercing
Scorpion claws	160 gp	1d4	1d6	×2	—	6 lb.	Slashing or piercing
One-Handed Weapons							
Great scimitar	200 gp	1d6	1d8	18–20/×2	—	8 lb.	Slashing
Khopesh	16 gp	1d4	1d6	18–20/×2	—	4 lb.	Slashing
Scorpion-tail whip	75 gp	1d33	1d43	×2 (plus poison)	—	3 lb.	Slashing or piercing
Thrombash[4]	15 gp	1d4	1d6	×3	10 ft.	3 lb.	Piercing or slashing
Two-Handed Weapons							
Battlehorn[2]	50 gp	1d6/1d6	1d8/1d8	×3	—	10 lb.	Piercing
Crescent scythe[2]	18 gp	1d6/1d6	1d8/1d8	×3	—	20 lb.	Slashing
Double khopesh[2]	30 gp	1d4/1d4	1d6/1d6	18–20/×2	—	8 lb.	Slashing
Great falchion	100 gp	1d8	1d12	18–20/×2	—	12 lb.	Slashing
Ranged Weapons							
Boomerang	10 gp	1d3[3]	1d4[3]	×2	20 ft.	2 lb.	Bludgeoning
Desert throwing-knife	3 gp	1d4	1d6	19–20/×2	15 ft.	1 lb.	Piercing
Kylie	15 gp	1d4	1d6	×2	20 ft.	5 lb.	Bludgeoning

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Double weapon.
3 The weapon deals nonlethal damage rather than lethal damage.
4 This weapon can be used in melee as a martial weapon but is an exotic weapon when thrown.
5 This weapon can also be used as a shield. See Armor, below, for details.

Boomerang: This weapon is a lightweight throwing stick, flat and curved, that returns to you if it misses its target. It does not deal much damage, but it has good range, and being able to retrieve it is useful. Boomerangs are used mainly for hunting birds and other small creatures.

Collapsing Crescent Fan: Only a few desert societies have the wherewithal to forge the exotic weapon known as the collapsing crescent fan. Of those, the bhukas are most commonly associated with the weapon, and so another name for this weapon is the "bhuka blade." When not in use, a crescent blade folds into a compact shape not too much larger than a wand. However, with a mere flick of the wrist, the many segments of a crescent blade slide into view and lock into place. The vanes of the fan are thin, razor-sharp steel sheets. When you attack a flat-footed foe with it, you gain a +4 bonus on the attack roll.

Crescent Scythe: Consisting of a staff with a half-disc blade on either end, the crescent scythe is a variation of the standard glaive. The edge of the blade is perpendicular to the shaft, allowing you to whirl the weapon in deadly circles. When used in conjunction with the Whirlwind Attack feat, a crescent scythe deals an extra 1 point of damage.

Desert Throwing-Knife: A desert throwing-knife is unwieldy for melee combat. Even if you are proficient with this weapon, you take a –2 penalty on attack rolls and damage rolls when using it in melee.

Eagle's Claw: The asheratis invented the first eagle's claw. This light, exotic melee weapon has a quarter-circle blade that is equally sharp on both the inner and outer edges. The blade is about 6 inches long and looks very much like an eagle's claw enlarged and forged in steel. The handle of an eagle's claw is slightly curved with a hole at the end to facilitate the use of a finger (middle or index) in wielding the weapon, allowing you to instantly swing the blade between differing grips. You get a +1 bonus on Sleight of Hand checks made to conceal an eagle's claw on your body (see the Sleight of Hand skill, page 81 of the *Player's Handbook*).

Fingerblade: In its most basic definition, a fingerblade is a double-edged short sword. However, this weapon is customized to your hand. The hilt is something like a hand crossbow grip. It fits snugly in the palm of your hand such that your attack motion with the weapon is akin to a punch. Held correctly, a fingerblade becomes an extension of your forefinger, allowing maximized control. When an attack is properly executed, the hilt pushes into the palm so that no slippage occurs and maximum force is transferred into the thrust. If you are proficient with a fingerblade, you deal an extra 1d6 points of damage to a foe who is flat-footed on the first round of combat. Creatures with immunity to extra damage from critical hits and sneak attacks are not subject to this extra damage.

Great Falchion: This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface. Because it is an executioner's weapon, it is often crafted as a masterwork weapon, marked with a royal seal, and created with one or more gems in the hilt.

Great Scimitar: A great scimitar is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). You can use a great scimitar two-handed as a martial weapon. Great scimitars are most often the personal weapons of heroes, crafted as masterwork weapons and inscribed with the hero's deeds and the weapon's name on the blade. Such names commemorate a great event in the hero's life, such as "The Blade of the Hundred-Day Sandstorm."

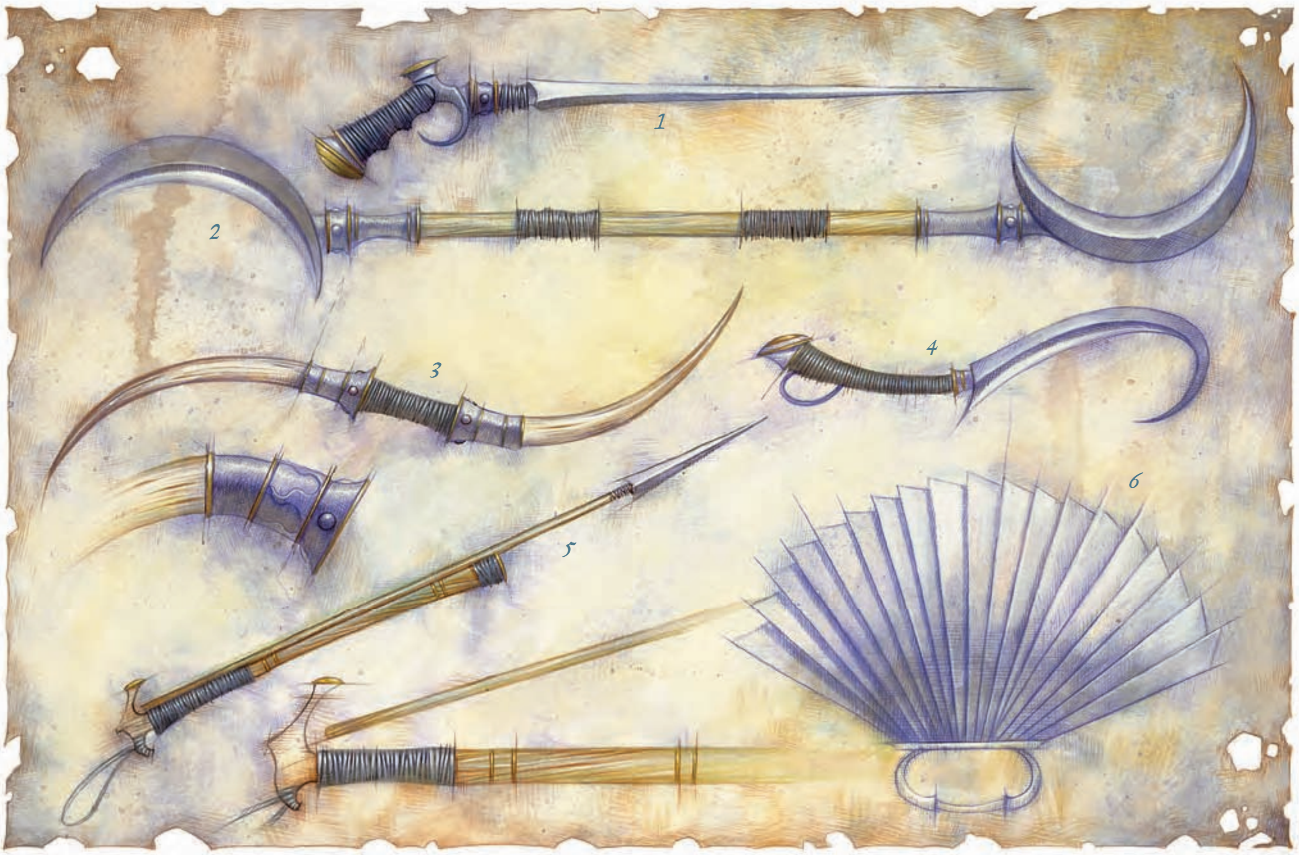
Khopesh: You can use the hooked blade of a khopesh to make trip attacks. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

Khopesh, Double: A double khopesh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a double khopesh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. A double khopesh can be used to make trip attacks like a normal khopesh.

Kylie: This weapon is a heavy, curved throwing stick, 3 to 4 feet long, used for hunting and as a weapon of war. The shape of the weapon allows it to travel great distances in flat arcs.

Manople: Resembling a sai with blades, a manople is actually a gauntlet worn over your hand. Since it is worn this way, however, you cannot carry anything else in that hand, nor can you use it to cast spells or use skills.

A manople gives you a +1 shield bonus to AC. Unlike with a spiked shield, you retain this bonus to AC even on a round in which you make an attack with the manople. If you lack the appropriate Exotic Weapon Proficiency feat, you do not retain the shield bonus to AC, as you would with a spiked shield. A manople has no armor check penalty and a 5% arcane spell failure chance. Like a spiked shield, a manople can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.



Fingerblade (1); crescent scythe (2); battlehorn (3); eagle's claw (4); atlatl (5); collapsing crescent fan (6)

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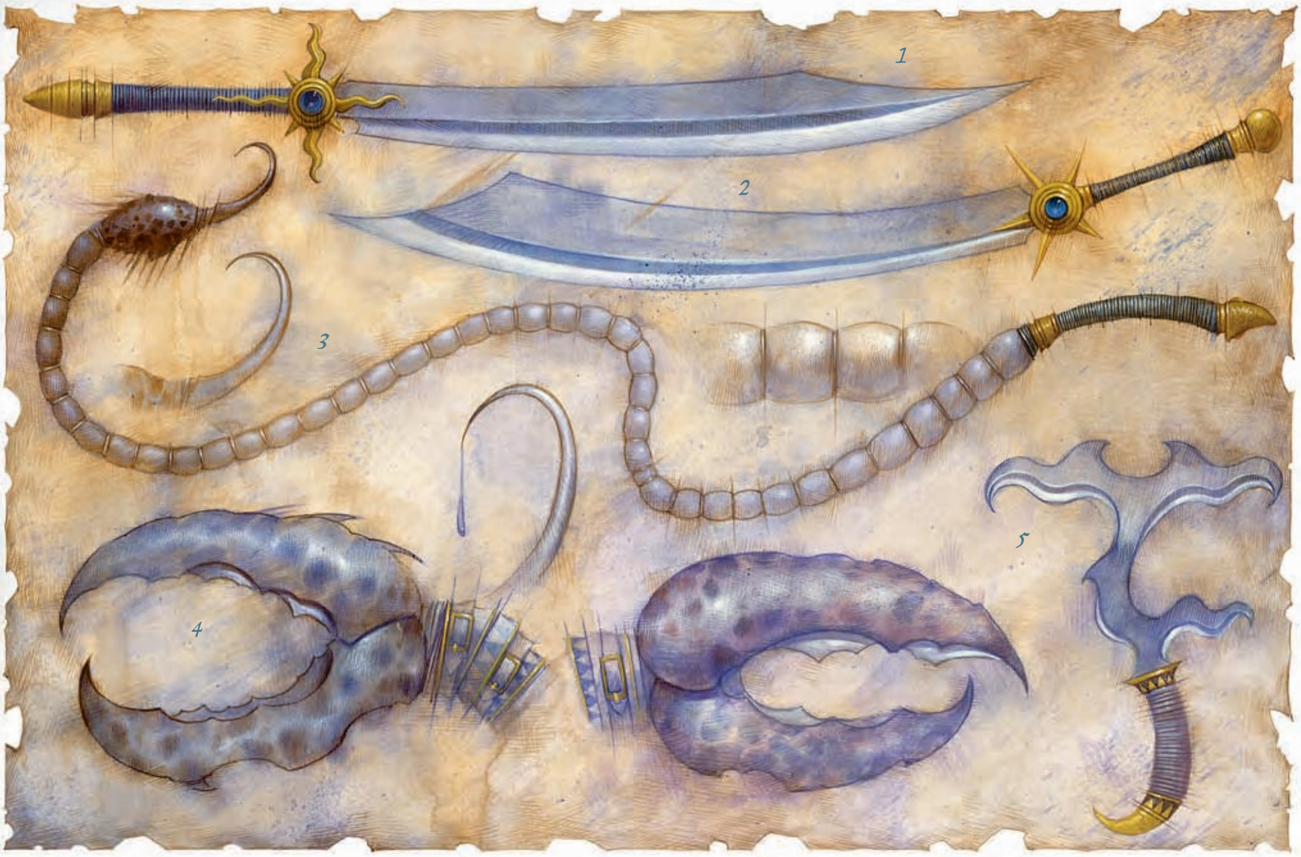

Great falchion (1); great scimitar (2); scorpion-tail whip (3); scorpion claws (4); thrombash (5)

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An opponent cannot use a disarm action to disarm you of this weapon. The cost and weight given are for a single manople.

Scorpion Claws: Designed as grappling weapons, scorpion claws are worn over the forearm. These metal weapons resemble scorpion pincers, and they open and close by means of an internal mechanical handle. Scorpion claws grant you a +4 bonus on grapple checks and can be used to deal slashing damage with a successful grapple check. The open claws can be used as a slashing weapon in melee combat, while the closed pincers can be used as a piercing weapon. The claws can be opened or closed as a free action. Since the claws strap onto the arm, you get a +4 bonus on opposed checks to avoid being disarmed. Scorpion claws come in pairs; the cost and weight given is for two.

Scorpion-Tail Whip: A scorpion-tail whip is made from the dried tail of a Large monstrous scorpion, with the stinger intact. Used by some of the crueler desert tribes, the whip deals nonlethal damage except on a critical hit. On a critical hit, the whip deals lethal damage and injects a small amount of Large monstrous scorpion venom (injury, Fortitude DC 18, initial and secondary damage 1d6 Str), which is stored in a small bladder in the stinger. The bladder can hold only one dose at a time, and adding a dose of venom takes 1 minute. The whip can hold any other contact or injury poison (see page 297 of the *Dungeon Master's Guide* for details on other poisons).

Thrombash: This fearsome weapon features two wicked, hooked blades facing in opposite directions at the end, and a third blade jutting at an angle near the hilt. A thrombash is an exotic ranged weapon; it can be up to 30 inches long and is awkward to throw without special training. A character can use a thrombash in melee as a martial weapon.

ARMOR

It is arduous to wear even light armor in the blazing heat of the waste. Restricted motion, combined with stiff and heavy material, produces rapid overheating and dehydration. People who make their home in this environment have developed special forms of protection that don't cause this sort of problem. Inhabitants of the waste also produce more typical forms of armor and shields using local materials.

ARMOR DESCRIPTIONS

Described below are the items found on Table 4–2: Wasteland Armor.

Table 4–2: Wasteland Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light Armor								
Feather cloak	1,000 gp	+2	+6	0	10%	30 ft.	20 ft.	3 lb.
Silk swathes	400 gp	+1	+8	0	5%	30 ft.	20 ft.	6 lb.
Shields								
Shield, hide	50 gp	+3	+4	–3	30%	—	—	30 lb.
Extras								
Fins	50 gp	—	—	—	—	—	—	+2 lb.

1 Weight figures are for armor sized to fit Medium creatures. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

Feather Cloak: The waste is home to many birds, especially vultures. These creatures spend hours circling in the bright sunlight and baking updrafts of the desert, and their plumage helps protect them and keep them cool. Some clever waste-dwellers collect feathers and sew them onto a framework to create lightweight protection. Collecting so many feathers can take months, and considerable expertise is needed to create the garment, so feather cloaks are the purview of the wealthy and powerful. A feather cloak covers your torso and upper legs, having a broad-brimmed cap to protect the head. This type of armor does not impose the usual –4 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke.

Shield, Hide: This tall, oval shield is made of animal hide stretched tightly over a wood or bone framework and reinforced with strips of hide. It is relatively lightweight while still providing cover as a tower shield does. By giving up your attacks for the round, you gain total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can target the shield. Since it is made of lighter material than a tower shield, you take only a –1 penalty on attack rolls while wielding a hide shield in combat. You cannot bash with a hide shield, nor can you use your shield hand for anything else.

Silk Swathes: Although the desert does not support silkworms, some inhabitants of the waste have access to this exotic fabric through trade. This sheer material is perfect for clothing in hot environments, and it can be used for armor. Silk swathes are nothing more than elaborately wrapped cloth strips. Air trapped between layers allows the skin to respire, while the material itself absorbs moisture readily and dries quickly. The wrapped layers are surprisingly effective against weapon blows. However, donning this armor is time-consuming and difficult, taking as long and following the same rules as for donning full plate. Silk swathes do not impose the usual –4 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke.

Fins: When added to a suit of armor, these thin metal projections allow your body to radiate heat more efficiently. While wearing a suit of armor fitted with fins, you take only a –2 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke, instead of the usual –4.

GEAR

Special gear of the waste helps its denizens deal with particular hazards and difficulties of desert terrain.

Table 4–3: Wasteland Gear

Adventuring Gear

Item	Cost	Weight
Distillation kit	50 gp	20 lb.
Drill	5 gp	7 lb.
Filter mask	1 gp	—
Parasol	3 gp	2 lb.
Sand tube[1]	80 gp	5 lb.
Sun lenses	10 gp	—

Clothing

Item	Cost	Weight
Desert outfit[1]	6 gp	3 lb.
Heatsuit outfit[1]	20 gp	15 lb.
Hydration suit[1]	1,000 gp	10 lb.

Special Substances and Items

Item	Cost	Craft (Alchemy) DC	Weight
Armorbright (flask)	50 gp	25	1 lb.
Asherati sand sculpture	varies	—	varies
Blackeye (vial)	1 gp	15	1/2 lb.
Deep draught	10 gp	15	1/2 lb.
Ironthorn extract (flask)	25 gp	20	1 lb.
Keepcool salve (pot)	50 gp	20	1/2 lb.
Liquid salt (flask)	200 gp	—	1 lb.
Oleum (flask)	30 gp	—	1 lb.
Shapesand (jug)	100 gp	25	12 lb.
Slumber sand (flask)	50 gp	12	1 lb.
Sunshade lotion (flask)	20 gp	20	1 lb.

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

ADVENTURING GEAR

The adventuring gear found on Table 4–3: Wasteland Gear is described below, along with any special benefits such items confer on the user.

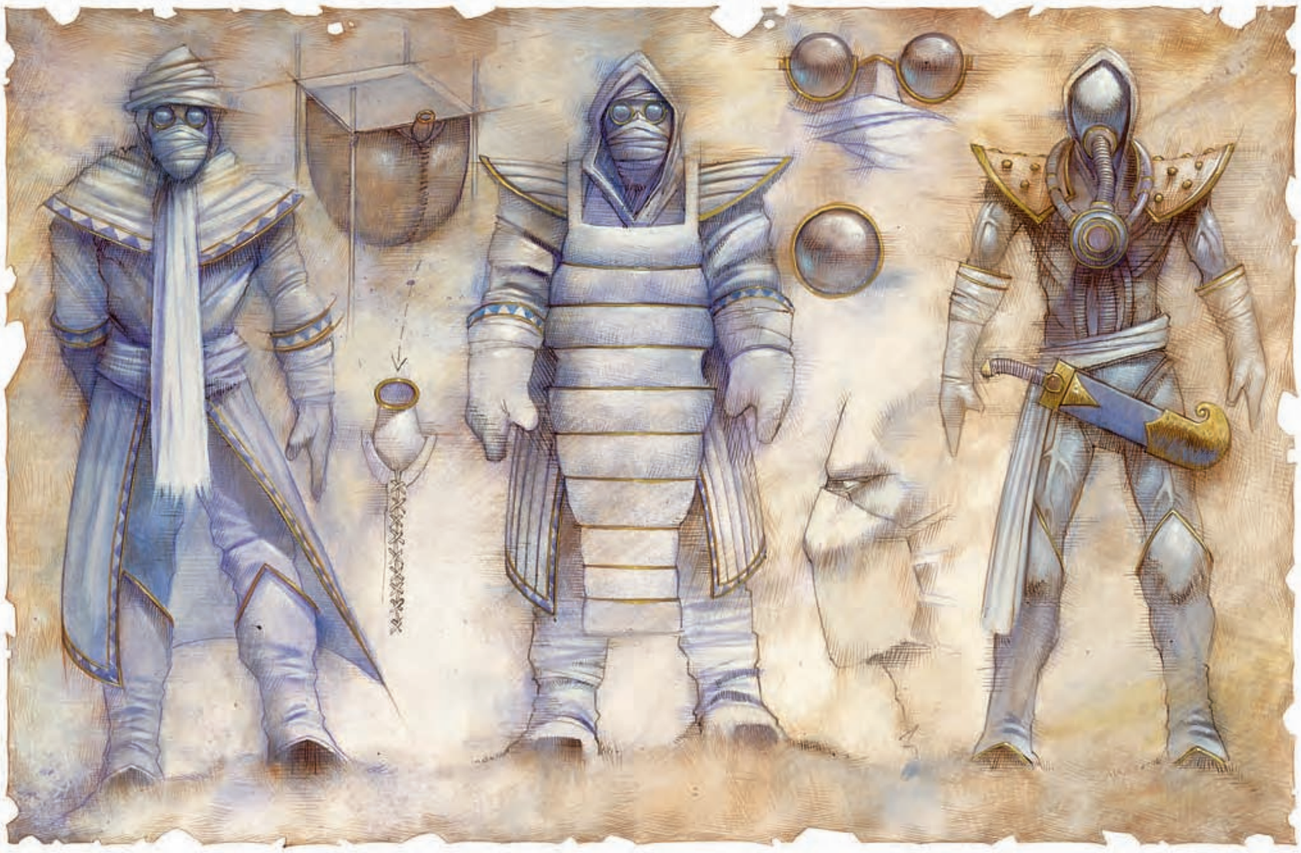
Distillation Kit: Water is precious in the waste. This simple kit uses the sun and the ambient heat to evaporate pure water from body or cooking waste, salt lakes, poisonous plant saps, and so on. This "solar still" consists of a sheet of glass fastened at an angle into a frame, with a lip and a small spout (the components are packed separately and assembled when needed). The bottom and sides of the frame are covered with black oilcloth, the edges sealed with grease or tar to make it watertight. To use the still, pour the dirty water into the bottom of the container, then place the glass lid on top. The water evaporates and condenses on the underside of the glass surface, where it runs down and collects in the lip, dripping through the spout and producing about 1 gallon of water per day (if the container is filled to capacity).

Drill: Whether they are used to carve sandstone, locate water, or mine salt and other precious minerals, drills are important tools in any wasteland environment. These objects can range from a primitive bow drill, suitable for perforating bone and wood, to a massive assembly of cast-iron pipes and bits, turned by wheels or beasts of burden. The drill described here is made of iron with a wooden handle, about 3 feet long. (In metal-poor areas, the bit might be of hard crystal instead of iron.) Wrapping a cord about the shaft and pulling it sharply sets the drill spinning. It can penetrate roughly 6 inches of stone per hour; the rate of drilling is faster in softer material, such as salt. A drill can be used as an improvised club or shortspear.

Filter Mask: A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants a +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust (such as slumber sand) for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

Parasol: The simplest form of portable shade, a parasol can range from an animal hide draped over a crude framework to a collapsible construction of textile and metal. The typical parasol described here is made of stretched canvas over wood or bone. A parasol offers immunity to sun glare and limited protection from heat dangers and some sun hazards (see Chapter 1). It also grants a +1 bonus on Fortitude saves against dehydration.

Sand Tube: When a storm scours the land, the best defense is to escape. Burrowing into the ground is one way to do this, but sand is loose and difficult to stabilize. This handy device enables you to create a burrow beneath the



Left to right: desert outfit; heatsuit outfit; hydration suit

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sand, in which you can rest while waiting for the storm to pass.

A sand tube looks something like an open-ended sleeping bag, made of treated hide attached to a number of collapsible hoops. After digging a small hole in the sand to get started, you shove one end of this apparatus inside the hole and expand the hoops to stiffen it into a tube. More sand can then be dug from the buried end (usually you crawl partway into the tube and use your hands) and removed through the tube, which is shoved more deeply into the tunnel as digging progresses. In normal sand, it takes 10 minutes of digging to fully bury a sand tube. When fully buried, a sand tube can hold one Medium humanoid. A flap fastens over the exposed end to provide shade and protection from duststorms and sandstorms.

Sun Lenses: This item, made of thin slabs of mica or volcanic glass affixed to curved frames, can protect your eyes from being dazzled by bright light, such as glare (see page 18). If you are already dazzled when you don the lenses, you are treated as if you had entered an area of shade; you recover from the dazzled condition 1 hour if you continue to wear the lenses.

CLOTHING

Proper clothing can be the difference between survival and disaster in the wastes.

Desert Outfit: This outfit consists of loose, billowy clothing to keep the wearer cool and protected from the sun while in hot, dry desert terrain. It includes a caftan, turban, scarf, loose pantaloons, and sandals or high cloth boots. This outfit counts as light clothing and offers limited protections against some waste hazards (see Chapter 1). The protection it offers against heat is negated if the wearer also dons armor.

Heatsuit Outfit: This suit is designed to protect against heat. It consists of heavy pants and coat, a specially treated leather apron, thick mittens, a thick hood, and goggles. A heatsuit outfit prevents 3 points of lethal or nonlethal damage per round from hot environments. Although the outfit is heavy clothing, its heat-resistant materials negate the usual –4 penalty on Fortitude saves against damage dealt by hot environments.

Hydration Suit: The hydration suit is a masterpiece of water retention, crafted by waste-dwellers with technical skill and unusual materials. Its design allows you to recover nearly all the water your body loses through sweat and exhalation. A hydration suit is made of the skin and tissue of various desert-dwelling beasts and treated with oils or waxes for water retention. It covers your entire body, with a tight-fitting hood over the head and a mask covering the mouth and nose. Inside the mask is a glass plate to collect condensation and a tube fashioned from watertight materials. An inner lining wicks sweat away from your body and collects it in spongelike filtration material that can be removed after you doff the hydration suit. The tube from the facemask twists in loops around your body, through the sponge, to reclaim moisture, condensing it in a reservoir from which you can sip.

A functioning hydration suit eliminates the need to make Constitution checks to avoid dehydration. It raises the level of protection from heat dangers by two steps (see page 14), and its mask functions as a filter mask. A hydration suit offers no protection from magical dessication damage.

SPECIAL SUBSTANCES AND ITEMS

The waste holds as many unusual materials as it does reasons to innovate. Many of the substances here can be made by a spellcaster with the Craft (alchemy) skill, as indicated on Table 4–3: Wasteland Gear.

Armorbright: This metallic paint is applied with a brush to the outside of a suit of armor (requiring 1 minute to apply), producing a shiny surface that reflects the light of the sun to reduce the effects of hot weather on the wearer. For 24 hours after applying armorbright to a suit of armor, you gain a +2 bonus on Fortitude saving throws to avoid heat dangers. Armorbright also raises your level of protection against heat by one step (see page 14). Armorbright is not effective in hot environments with no sun, such as the Elemental Plane of Fire.

Asherati Sand Sculpture: Asheratis know the special sands, adherents, and natural dyes that are required to create stunning works of sculpture. The typical asherati sculpture is 2 to 3 feet high and weighs 10 to 20 pounds. Like any piece of art, value is in the eye of the beholder; however, anyone with the Appraise skill can determine the approximate price a particular sculpture would fetch in wider markets. Use Table 3–7: Art Objects, page 55 of the *Dungeon Master's Guide*, to determine the price of an asherati sand sculpture found in a treasure hoard or in the marketplace.

Blackeye: This oily paint is smeared around your eyes and on your cheeks to reduce the effects of bright sun, protecting you from sun glare for 4 hours.

Deep Draught: This powder is a mixture of salt, dried herbs, and extracts of desert plants. Adding it to water increases your body's retention of fluid and helps counteract the effects of dehydration. One packet of deep draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal check to treat dehydration (see page 15).

Ironthorn Extract: The ironthorn plant has extremely tough tissues to prevent water loss. This extract of the plant is used to harden delicate items, make containers waterproof, and stiffen clothing to provide some protection. One flask of ironthorn extract is enough to treat a typical outfit, increasing the clothing's armor bonus to +1. Ironthorn extract does not improve materials that already provide an armor bonus. When applied to cloth, leather, or similar material, ironthorn extract improves its hardness by 1, to a maximum of 5. Both benefits last for one week or until the item is thoroughly washed.

Keepcool Salve: This small clay pot contains several ounces of a pearly ointment, enough to cover one Medium creature. Applying the ointment to your skin increases your level of protection against heat by one step (see page 14). The salve also grants a +1 circumstance bonus on Fortitude saves to resist damage from hot environments.

Liquid Salt: This deadly supernatural substance (see Red Seas, page 25) can be used as a splash weapon. A direct hit deals 2d6 points of dessication damage (2d8 points to plants or elementals with the water subtype). Every creature within 5 feet of the point where the flask hits takes 1d4 points of dessication damage from the splash (1d6 points to plants or elementals with the water subtype). Liquid salt is always carried in a glass container.

Oleum: A black liquid, oleum has a foul, bitter odor. It occurs naturally around the world, but is particularly common in the waste. Though it forms underground, oleum is generally found in surface pools in areas of barren waste terrain.

You can use a flask of oleum as a splash weapon. Use the rules for alchemist's fire (page 128 of the *Player's Handbook*), except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. Burning oleum is hard to put out, granting a –4 penalty on the Reflex save to extinguish the fire. The oleum burns away within 4 rounds (eliminating the penalty on putting out the fire).

Raw oleum burns readily, but it is smoky when it does so. The smoke created by burning oleum is heavy smoke (see Smoke, page 304 of the *Dungeon Master's Guide*), so a wide area of open air is required for the substance to burn safely. Every round when raw oleum burns, it produces enough smoke to fill a 5-foot cube. For this reason, oleum is typically used only in lamps made to burn outdoors. The smoke drives away flying insects.

Oleum is also used to lubricate moving parts; a flask of it can cover a 5-foot square, provided that the surface is smooth. A creature can walk within or through an area of oleum at half normal speed by making a DC 10 Balance check. Failure means it can't move that round, while failure by 5 or more means it falls prone (see the Balance skill description, page 67 of the *Player's Handbook*, for details). If an area of oleum is ignited, it burns for 4 rounds and deals 1d3 points of fire damage to each creature in the area.

A quart of oleum (two flasks) can coat a Medium creature, providing a +4 circumstance bonus on Escape Artist checks and opposed grapple checks made to resist being grappled or to escape a pin. Oleum applied in this manner also acts as insect repellent, protecting you from normal vermin (such as those summoned by *insect plague*) and granting a +4 bonus to Armor Class against vermin. A creature with oleum on its hands takes a –4 penalty on grapple checks or any task requiring a solid grip, including attack rolls with weapons. A roll of 1 on the attack means the oleum-coated creature drops the slippery weapon.

When worn, oleum is uncomfortable and unpleasant. You take a –2 penalty on Fortitude saves against natural heat effects. Further, oleum makes you quite flammable, granting a –4 penalty on saves against supernaturally hot effects and any attack involving fire, including Reflex saves to put yourself out after catching fire. When subjected to a fire-based attack that does not normally cause subjects to catch on fire, you must make a DC 14 Reflex save or catch on fire. As indicated above, oleum burns away after 4 rounds.

An ounce of oleum can substitute for the material component usually used for a *grease* spell.

Shapesand: Shapesand is a special kind of wasteland soil that is psychoreactive; it can be sculpted into any form according to your will. The new object is made of sand, but serves as a normal item of the same sort. A shapesand hammer functions just like an ordinary hammer, and a shapesand waterskin is just as watertight as an ordinary skin.

Controlling shapesand is an exercise in willpower. A DC 16 Wisdom check establishes control of a volume of sand based on the shaper's Wisdom score:

Wisdom Score	Controllable Volume
1–3	None
4–7	1-ft. cube
8–11	2-1/2-ft. cube
12–15	5-ft. cube
16–19	7-1/2-ft. cube
20–23	10-ft. cube
24+	+2-1/2 ft per 4 points of Wisdom

If your Wisdom check succeeds, you can reshape the volume of sand as you desire. Once control is established, the shape lasts as long as you remain within 100 feet of it. Thus, those with sufficient patience and strong enough will can construct small fortresses out of shapesand, even if they must do so a few cubic feet at a time.

Another character can wrest control of a shapesand item away from you by succeeding on an opposed Wisdom check, though the winner's Wisdom score must be high enough to shape an item the size of the one contested. For example, if two characters are attempting to control a 5-foot cube of shapesand, the challenger must not only beat his opponent's roll, but must also have a Wisdom score of at least 12.

If you are a sand shaper (new prestige class, see page 76) or a cleric with the Sand domain (see page 107) using shapesand in conjunction with your sand shaping abilities, you do not count shapesand items against the total number of items you can maintain at one time. In addition, if you are a sand shaper, you can give control of shapesand objects to other individuals, and those items persist even if the new owner takes them outside the normal 100-foot control area. The new owner need not make a Wisdom check to establish control of the item, so long as his Wisdom score meets the minimum requirement for the object's volume.

Slumber Sand: Slumber sand is a supernatural hazard (see page 26), but alchemists make a substance that mimics the hazard's effects. A target struck by a flask of slumber sand must make a DC 15 Fortitude save or fall asleep for 1 minute. Slumber sand affects only a creature struck by it, and creatures with 5 or more Hit Dice have immunity to the effect.

Slumber sand is more effective when a flask of it is used as an optional material component for *sleep, deep slumber,* or *symbol of sleep.* When so used, the total Hit Dice of creatures affected increases by 2 (the *symbol of sleep* affects creatures of up to 12 HD), and the DC for the Will saving throw increases by +1.

Sunshade Lotion: This translucent green lotion contains extracts of succulent plants, mixed with oils from the skin of chameleons. It darkens slightly on exposure to sunlight. One flask is sufficient to protect a Medium creature from nonlethal damage due to sunburn (see page 18) for 4 hours.

MOUNTS

Getting across the waste faster is always an advantage. Many waste-dwellers use mounts for just this reason.

Table 4–4: Mounts

Item	Cost
Ashworm	200 gp
Two-humped camel	100 gp
Dromedary camel	75 gp
Dust twister	1,500 gp
War camel	450 gp

Ashworm: These creatures (described on page 140) can be domesticated and trained to become mounts. The poison stingers of most domesticated ashworms are clipped.

A tamed ashworm is suitable as a mount for a Medium humanoid. However, the rider must succeed on a DC 15 Ride check once every 24 hours if in a sandy environment or be swept off the back of the ashworm as it dives below the surface for 1d4 rounds before returning to its rider. An ashworm is hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*) unless it belongs to an ashworm dragoon (see page 66).

An ashworm mount requires an exotic saddle, benefits from stabling, can wear custom barding (specially constructed, adding an additional 50% to the price), and requires feed like a normal mount (see Mounts and Related Gear, page 131 of the *Player's Handbook*).

Camel: The camel is the most common mount in the waste. A camel is appropriate as a mount for a Medium humanoid creature. Dromedary and two-humped camels are hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*), while war camels can be ridden into battle easily. Camels benefit from stabling, can wear barding, and require feed like normal mounts (see Mounts and Related Gear, page 131 of the *Player's Handbook*).

Dust Twister: Using a dust twister (described on page 162) as a mount is something only the very rich, eccentric, or the magically gifted normally consider.

A tamed dust twister is suitable as a mount for a Medium or Large humanoid-shaped creature. Dust twisters are hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*). While riding, you appear to be held aloft in the center of the twister some 5 feet off the ground as the dust twister races across the sand. However, you must succeed on a DC 15 Ride check once per day or be flung from the calm eye of the dust twister, taking 1d6 points of damage. A dust twister requires no saddle or stable, cannot wear barding, and does not require feed like a normal mount.

VEHICLES

If you can't go where you need to by camel—whether because of excess gear or distance—you'll need some other form of transport. Some vehicles, such as the frame wheel and sledge, are moved by muscle power. The Handle Animal skill is used only if that power comes from a team of draft animals. When the team consists of creatures with Intelligence scores of 3 or higher, the operative skill is Diplomacy. When they are forced labor, the operative skill is Intimidate.

The *Arms and Equipment Guide* provides information on vehicles, vehicle movement, and vehicle combat.

Table 4–5: Vehicles

Item	Cost
Cloudskate	3,000 gp
Frame wheel	15 gp
Sand galley	16,000 gp
Sand schooner	8,500 gp
Sand skiff	150 gp
Sledge	15 gp

Cloudskate: Huge vehicle; Profession (sailor) +2; Spd wind × 10 ft. (nautical good) or 20 ft. during daylight; Overall AC 1; Section hp 40 (hardness 5); Section AC 3; Rigging 30 hp (hardness 0), AC 3; Ram 4d6; Space 20 ft.; Height 10 ft. (draft 5 ft.); Crew 4; Cargo 10 tons; Cost 3,000 gp.

This vehicle is similar to a small keelboat—it is a 20-foot ship without oars—except that it has stabilizing runners along each side. It has a single mast on which a sail can be set. A blade is sturdily mounted on the bottom exterior of the vehicle, running the whole length of the hull, and similar blades are attached to each runner. The rudder is another blade that drags behind the ship, allowing it to be steered. This configuration allows the vehicle to skate on glass seas at a rate of 1 to 3 miles per hour. An empty cloudskate can carry up to twenty passengers.

Frame Wheel: Large vehicle; Handle Animal +2, Diplomacy +2, or Intimidate +2; Spd drawn (poor); Overall hp 15 (hardness 5); Overall AC 3; Ram 3d6; Space 10 ft.; Height 10 ft.; Crew 1; Weight 300 lb., Cargo 4 tons; Cost 15 gp.

A frame wheel consists of a pair of wooden wheels constructed around a large, heavy object, such as a block of stone. The wheels cap the ends of the object and keep it off the ground, allowing the object to be rolled along like an oversized log. Like a sledge, a frame wheel can be drawn by beasts of burden or by people and is difficult to steer, but it moves more easily up and down slopes than a sledge does.

The major drawback of a frame wheel is that it is usually only good for a single load, after which it has to be disassembled, returned to the point of departure, and built all over again around a new load. When multiple loads are of a uniform size, however, the same set of wheels can be used many times.

Sand Skiff: Large vehicle; Profession (sailor) +2; Spd wind × 30 ft. (nautical good); Overall AC 3; Section hp 15 (hardness 5); Rigging 10 hp (hardness 0), Section AC 3; Ram 2d6; Space 10 ft.; Height 5 ft.; Crew 1; Weight 200 lb., Cargo 500 lb.; Cost 150 gp.

This lightweight framework rests atop a pair of polished runners and sports a single tall sail. Designed for a single rider, a sand skiff is useful for scouting, carrying messages, and as entertainment. The major advantage of the sand skiff lies in how easy it is to construct, though the major disadvantage is that those with the appropriate skill to pilot them are few and far between in the wastes. A sand skiff moves 3 to 10 miles per hour, depending on the wind, and requires flat, open sand on which to move.

Sand Schooner: Gargantuan vehicle; Profession (sailor) +2; Spd wind ×20 ft. (nautical average); Overall AC –3; Section hp 25 (hardness 5); Rigging 15 hp (hardness 0), Section AC 3; Ram 8d6; Space 40 ft.; Height 15 ft.; Crew 15; Cargo 50 tons; Cost 8,500 gp.

Though rarely seen, the sand schooner is a popular vehicle among certain deep-desert denizens, who use it as a merchant vessel and as a warship. A sand schooner has enough room on its deck for two light catapults or ballistas. Because ships that travel on sand need not worry about sinking, a schooner's cargo holds have additional hatches located on either side of the hull. These two doors are built to pivot downward and create a simple but effective cargo ramp. A sand schooner moves 2 to 7 miles per hour, depending on the wind, and requires flat, open sand on which to travel.

Sand Galley: Colossal vehicle; Profession (sailor) –2; Spd wind ×10 ft. (nautical poor); Overall AC –3; Section hp 25 (hardness 5); Rigging 15 hp (hardness 0), Section AC 1; Ram 10d6; Space 60 ft.; Height 20 ft.; Crew 25; Cargo 100 tons; Cost 16,000 gp.

A step up from the sand schooner, the sand galley is specifically designed as a warship. It has sufficient deck space to accommodate three heavy catapults or six ballistas or light catapults. Much of the vessel's cargo space is often used for troops rather than for stores or merchandise. Like a sand schooner, a sand galley has one bulkhead on either side of the hull that opens downward to act as a ramp—in this case, facilitating the swift deployment of soldiers. A sand galley moves 1 to 3 miles per hour, depending on the wind, and requires flat, open sand on which to travel.

Sledge: Large vehicle; Handle Animal +2, Diplomacy +2, or Intimidate +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Ram 2d6; Space 10 ft.; Height 1 ft.; Crew 1; Weight 500 lb., Cargo 2 tons; Cost 15 gp.

A primitive conveyance still used in many parts of the wastes, especially in sandy areas, the venerable sledge is popular because it does not become mired in sand as easily as wheeled vehicles can. Consisting of a flat expanse of reinforced wood, a sledge is really just a convenient platform for heavy loads; one can stack up to two tons of material on a sledge and push or pull it all at once. The "driver" of a sledge rarely rides upon the vehicle, but instead paces back and forth between groups of workers or animals that are doing the work, coordinating the team.

MAGIC

CHAPTER FIVE

Illus. by D. Kovacs

The essence of heat and sand can, with the proper knowledge and methods, be forced to divulge an inherent power. In many cases, magic is the key that unlocks the door to that power, but sometimes the abilities of the mind are equally valuable in focusing the energies hidden by the waste.

DRIFT MAGIC

Drift magic is the process of tapping the natural strata and tides of magic inherent in large collections of sand, ash, and dust. Such gatherings speak to eons of time, weathering, and history. This power is not visible to the unpracticed eye, but for those with the appropriate sensitivity, even common sand is awash with potential that can be tapped to increase the effects of spells and produce other special effects.

Learning Drift Magic: Knowledge empowers drift magic. A character must have taken the Drift Magic feat (see page 49) to gain any of the following benefits. With this understanding, a character unlocks the knowledge of the eternal desert. Drift magic is not a secret lore. In fact, information on the craft can be found in desert tombs, scrawled on crumbling papyrus, and in the dreams of those who sleep at the heart of a sandstorm.

Limitations of Use: Drift magic requires a connection to the waste, in the form of sand or other desert soil. In waste environments, the soil surrounding a character is sufficient to meet this requirement. When traveling in other environments, a practitioner of drift magic must carry 1 pound of such material among her equipment.

Using Drift Magic: To use drift magic, a character must merely keep in mind her special knowledge of the desert. No checks are required. In natural areas of sand, dust, or ash, a practitioner can use drift magic as a free action. Other areas require the practitioner to expend a move action to utilize drift magic. Spells with a casting time of longer than 1 standard action cannot benefit from drift magic.

Bonus to Effective Caster Level: A practitioner of drift magic adds 1 to the effective caster level of any spell that has the earth descriptor or that deals dessication damage. Even if a spell meets both these criteria, the effective caster level only increases by 1.

Flaywind Burst: Characters with the Drift Magic feat can learn *flaywind burst* as a 4th-level spell, instead of a 5th-level one.

SPELL LISTS

The spells in the following section supplement those found in the *Player's Handbook*. This section also contains a short list of new psionic powers and epic spells.

NEW BARD SPELLS

2nd-Level Bard Spell

Hydrate: Heals dessication damage.

3rd-Level Bard Spell

Tormenting Thirst: Subject is overwhelmed by thirst.

4th-Level Bard Spell

Dispel Water: Cancels water spells and effects or dismisses water creatures.

6th-Level Bard Spell

Mephit Mob: Summons 2d6 mephits of a kind you designate.

NEW CLERIC SPELLS

1st-Level Cleric Spells

Cloak of Shade: Touched creature gains protection from heat and sun.

Locate Water: Reveals location, size, and quality of water sources.

2nd-Level Cleric Spells

Desiccate: Deals 1d6/2 levels dessication damage and dehydrates living creature.

Freedom of Breath: Protects against suffocation and dangerous vapors.

Hydrate: Heals dessication damage.

3rd-Level Cleric Spells

Black Sand: Creates a 20-ft.-radius area of black sand.

Control Sand: Raise or lower the level of sand.

Haboob: Cloud of dust obscures sight and abrades those passing through it.

Protection from Dessication: Absorb 10 points/level of dessication damage.

Soul of the Waste: Meld into surrounding sand.

4th-Level Cleric Spells

Wall of Salt: Wall of salt that can be shaped.

Wall of Sand: Wall impedes movement, obscures vision, and blocks some attacks.

Wall of Water: Wall impedes movement and can drown creatures.

5th-Level Cleric Spells

Choking Sands^{M}: Touched creature begins to suffocate on sand.

Dispel Water: Cancels water spells and effects or dismisses water creatures.

Flaywind Burst: Cone blows away and knocks down smaller creatures and deals 1d6 damage/level.

Parboil: Flash-heated air deals fire and Intelligence damage to one or more creatures.

Wall of Magma: Deals 2d6 fire damage out to 10 ft. and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level.

6th-Level Cleric Spells

Desiccate, Mass: Desiccates several creatures.

Mummify: Touched living creature dies and is mummified.

Symbol of Thirst^{M}: Triggered rune overwhelms nearby creatures with thirst.

8th-Level Cleric Spell

Flashflood: Wave of water smashes everything in its path and floods area.

9th-Level Cleric Spell

Mantle of the Fiery Spirit^{X}: Permanently grants one creature the fire subtype.

NEW CLERIC DOMAINS

Several new domains are presented below, supplementing those in the *Player's Handbook*. Spells marked with a superscript dagger (†) are new spells described in this book.

NOBILITY DOMAIN

Deity: Tem-Et-Nu.

Granted Power: Once per day, you can inspire allies that hear you speak for 1 round. Each such ally gains a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks, and damage rolls. Using this spell-like ability is a standard action, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

Nobility Domain Spells

1 **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **Command, Greater:** As *command*, but affects one subject/level.
6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7 **Repulsion:** Creatures can't approach you.
8 **Demand:** As *sending*, plus you can send *suggestion*.
9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

REPOSE DOMAIN

Deity: Anubis, Osiris.

Granted Power: You may use a death touch once per day. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). The death touch is a supernatural ability that produces a death effect.

Repose Domain Spells

1 **Deathwatch:** Reveals how near death subjects within 30 ft. are.
2 **Gentle Repose:** Preserves one corpse.
3 **Speak with Dead:** Corpse answers one question/two levels.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **Command, Greater:** As *command*, but affects one subject/level.
6 **Undeath to Death**^{M}**:** Destroys 1d4 HD/level undead (max 20d4).
7 **Destruction**^{F}**:** Kills subject and destroys remains.
8 **Surelife**†**:** Protects you from death due to hazards.
9 **Wail of the Banshee:** Kills one creature/level.

RUNE DOMAIN

Deities: Imhotep, Thoth.

Granted Power: Gain Scribe Scroll as a bonus feat.

Rune Domain Spells

1 **Erase:** Mundane or magical writing vanishes.
2 **Secret Page:** Changes one page to hide its real content.
3 **Glyph of Warding**^{M}**:** Inscription harms those who pass it.
4 **Explosive Runes:** Deals 6d6 damage when read.
5 **Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or fewer until it performs a task.
6 **Glyph of Warding, Greater**^{M}**:** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
7 **Drawmij's Instant Summons**^{M}**:** Prepared object appears in your hand.
8 **Transcribe Symbol**^{†,F}**:** Safely moves an untriggered magical symbol to another location.
9 **Teleportation Circle**^{M}**:** Circle teleports any creature inside to designated spot.

SAND DOMAIN

Deity: Zoser.

Granted Power: Once per day, you can shape a small amount of sand into any solid object you can imagine, up to 8 cubic feet in volume. You can shape one object or several, up to a number equal to your Wisdom bonus, as long as the total volume does not exceed 8 cubic feet.

You must make a special Wisdom check (d20 + your Wis modifier + 1/2 your cleric level) against a DC determined by the size and complexity of the item. The item to be created has a base DC of 5, plus the modifiers on the table below.

Item Complexity	Modifier
Fine details	+2
Functioning tool	+2
Functioning armor/weapon	+5
Multiple parts	+5
Masterwork version	+10
Moving parts	+10

Each attempt to create an item requires a number of minutes equal to its DC. You can take 10 or take 20 on this check. Created items persist for 1 minute per cleric level, and can only be solid objects. The objects created have no magical properties, though they radiate faint transmutation magic.

All items created in this fashion have hardness 5 and hit points as follows: Fine 1, Diminutive 2, Tiny 3, Small 5, Medium 8, Large 10.

Sand Domain Spells

1 **Waste Strider**†**:** Move through waste without penalties.
2 **Black Sand**†**:** Creates a 20-ft.-radius area of black sand.
3 **Haboob**†**:** Swirling grit obscures vision, blows smaller creatures over, and deals nonlethal damage.
4 **Blast of Sand**†**:** Cone deals 1d6 damage/level.
5 **Flaywind Burst**†**:** Blows away and knocks down smaller creatures and deals 1d6 damage/level.
6 **Awaken Sand**^{†,X}**:** A region of sand forms into a Huge, sentient creature.
7 **Vitrify**†**:** Melts sand into glass.
8 **Desert Binding**^{†,M}**:** Imprisons creature as sand in an hourglass or wind in the waste.
9 **Summon Desert Ally IX**†**:** Calls dustform creature to fight.

SUMMER DOMAIN

Deities: Aurifar, Ishtar, Kikanuti, Solanil, Zoser.

Granted Power: You are considered a native of the waste for purposes of heat resistance (you have 1 level of protection). During the summer season, you gain a +2 bonus on all Wisdom-based skill checks.

Summer Domain Spells

1 **Impede Sun's Brilliance**†**:** Diminishes the heat and light of the sun in an area.
2 **Sunstroke**†**:** Target takes 2d6 nonlethal damage and is fatigued.
3 **Protection from Dessication**†**:** Absorb 10 points/level of dessication damage.
4 **Skin of the Cactus**†**:** Grants natural armor, thorns, and resistance to dehydration.

5 **Unearthly Heat**[†]**:** Target is subjected to unearthly heat for 1 round/level.
6 **Sunbeam:** Beam blinds and deals 4d6 damage.
7 **Control Weather:** Changes weather in local area.
8 **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

THIRST DOMAIN

Deity: Azul.

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. You also gain a +2 bonus on Constitution checks to resist dehydration.

Thirst Domain Spells

1 **Parching Touch**[†]**:** One touch/level deals 1d6 damage and possibly 1 Con damage.
2 **Desiccate**[†]**:** Deals 1d6/2 levels dessication damage and dehydrates living creature.
3 **Tormenting Thirst**[†]**:** Subject is overwhelmed by thirst.
4 **Dispel Water**[†]**:** Cancels water spells and effects or dismisses water creatures.
5 **Desiccate, Mass**[†]**:** Desiccates several creatures.
6 **Symbol of Thirst**[†,M]**:** Triggered rune overwhelms nearby creatures with thirst.
7 **Mephit Mob**[†,*]**:** Summons multiple mephits.
8 **Horrid Wilting:** Deals 1d6 damage /level within 30 ft.
9 **Energy Drain:** Subject gains 2d4 negative levels.
* Dust, salt, or sulfur mephits only.

NEW DRUID SPELLS

1st-Level Druid Spells

Cloak of Shade: Touched creature gains protection from heat and sun.
Impede Sun's Brilliance: Diminishes the heat and light of the sun in an area.
Locate Water: Reveals location, size, and quality of water sources.
Summon Desert Ally I: Calls dustform creature to fight.
Sunstroke: Target takes 2d6 nonlethal damage and is fatigued.
Waste Strider: Move through the wasteland without penalties.

2nd-Level Druid Spells

Desiccate: Deals 1d6/2 levels dessication damage and dehydrates living creature.
Freedom of Breath: Protects against suffocation and dangerous vapors.
Halo of Sand: Swirling sand grants +1 deflection bonus/3 levels.
Hydrate: Heals dessication damage.
Protection from Dessication: Absorb 10 points/level of dessication damage.
Scimitar of Sand: Sand sword deals 1d6 damage +1/2 levels and renders target dehydrated.
Summon Desert Ally II: Calls dustform creature to fight.

3rd-Level Druid Spells

Control Sand: Raise or lower the level of sand.
Haboob: Cloud of dust obscures sight and abrades those passing through it.
Soul of the Waste: Meld into surrounding sand.
Storm Mote: Dust devil of flensing sand.
Summon Desert Ally III: Calls dustform creature to fight.
Whispering Sand[F]**:** Sand delivers your message.

4th-Level Druid Spells

Blast of Sand: Cone deals 1d6 damage/level.
Dispel Water: Cancels water spells and effects or dismisses water creatures.
Sandform: You become an oozelike being of sand.
Searing Exposure: Target suffers hours of wasteland exposure in a moment.
Skin of the Cactus: Grants natural armor, thorns, and resistance to dehydration.
Slipsand: Creates a volume of slipsand.
Summon Desert Ally IV: Calls dustform creature to fight.
Wall of Salt: Wall of salt that can be shaped.
Wall of Sand: Wall impedes movement, obscures vision, and blocks some attacks.
Wall of Water: Wall impedes movement and can drown creatures.

5th-Level Druid Spells

Choking Sands[M]**:** Touched creature begins to suffocate on sand.
Flaywind Burst: Cone blows away and knocks down smaller creatures and deals 1d6 damage/level.
Flesh to Salt: Turns creature into a statue of salt.
Fuse Sand: Hardens sand and may trap creatures.
Sleep Mote: Dust devil of magic sand puts foes to sleep.
Summon Desert Ally V: Calls dustform creature to fight.
Transmute Sand to Glass: Transforms two 10-ft. cubes per level.
Transmute Sand to Stone: Transforms two 10-ft. cubes per level.
Transmute Stone to Sand: Transforms two 10-ft. cubes per level.

6th-Level Druid Spells

Awaken Sand^{X}: A region of sand forms into a Huge, sentient creature.

Desiccate, Mass: Desiccates several creatures.

Mephit Mob: Summons 2d6 mephits of a kind you designate.

Mummify: Touched living creature dies and is mummified.

Sandstorm: Creates a controlled duststorm.

Scalding Mud: Transmute rock or earth into boiling muck.

Summon Desert Ally VI: Calls dustform creature to fight.

Wall of Magma: Deals 2d6 fire damage out to 10 ft. and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level.

7th-Level Druid Spells

Flesh to Salt, Mass: Turns several creatures into statues of salt.

Summon Desert Ally VII. Calls dustform creature to fight.

8th-Level Druid Spells

Flashflood: Wave of water smashes everything in its path and floods area.

Mantle of the Fiery Spirit^{X}: Permanently grants one creature the fire subtype.

Summon Desert Ally VIII: Calls dustform creature to fight.

9th-Level Druid Spell

Summon Desert Ally IX: Calls dustform creature to fight.

NEW PALADIN SPELLS

2nd-Level Paladin Spells

Freedom of Breath: Protects against suffocation and dangerous vapors.

Hydrate: Heals dessication damage.

NEW RANGER SPELLS

1st-Level Ranger Spells

Impede Sun's Brilliance: Diminishes the heat and light of the sun in an area.

Locate Water: Reveals location, size, and quality of water sources.

Summon Desert Ally I: Calls dustform creature to fight.

Waste Strider: Move through the wasteland without penalties.

2nd-Level Ranger Spells

Freedom of Breath: Protects against suffocation and dangerous vapors.

Halo of Sand: Swirling sand grants +1 deflection bonus/3 levels.

Hydrate: Heals dessication damage.

Protection from Dessication: Absorb 10 points/level of dessication damage.

Summon Desert Ally II: Calls dustform creature to fight.

3rd-Level Ranger Spells

Haboob: Cloud of dust obscures sight and abrades those passing through it.

Skin of the Cactus: Grants natural armor, thorns, and resistance to dehydration.

Summon Desert Ally III: Calls dustform creature to fight.

4th-Level Ranger Spells

Slipsand: Creates a volume of slipsand.

Summon Desert Ally IV: Calls dustform creature to fight.

NEW SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Div **Locate Water**^{F}: Reveals location, size, and quality of water sources.

Necro **Parching Touch:** One touch/level deals 1d6 dessication damage and possibly 1 Con damage.

Trans **Sunstroke:** Target takes 2d6 nonlethal damage and is fatigued.

2nd-Level Sorcerer/Wizard Spells

Conj **Ashstar:** Hovering construct dehydrates a wounded creature.

Evoc **Scimitar of Sand:** Sand sword deals 1d6 damage +1/2 levels and renders target dehydrated.

Necro **Desiccate:** Deals 1d6/2 levels dessication damage and dehydrates living creature.

3rd-Level Sorcerer/Wizard Spells

Abjur **Protection from Dessication:** Absorb 10 points/level of dessication damage.

Conj **Haboob:** Cloud of dust obscures sight and abrades those passing through it.

Ench **Tormenting Thirst:** Subject is overwhelmed by thirst.

Evoc **Body Blaze:** You are surrounded by fire and leave a wall-like trail of flame in your wake.

Storm Mote: Dust devil of flensing sand.

Trans **Whispering Sand**^{F}: Sand delivers your message.

4th-Level Sorcerer/Wizard Spells

Conj **Blast of Sand:** Cone deals 1d6 damage/level.

Desert Diversion: Those attempting planar travel are diverted to a random wasteland.

Wall of Salt: Wall of salt that can be shaped.

Wall of Sand: Wall impedes movement, obscures vision, and blocks some attacks.

Wall of Water: Wall impedes movement and can drown creatures.

Evoc **Parboil:** Flash-heats air dealing fire and Intelligence damage to one or more creatures.

Searing Exposure: Target suffers hours of wasteland exposure in a moment.

Necro **Wither:** Deals 1d6/level dessication damage and dehydrates living creature.

Trans **Fuse Sand:** Hardens sand and may trap creatures.

Sandform: You become an oozelike being of sand.

5th-Level Sorcerer/Wizard Spells

Abjur **Antifire Sphere:** Creatures within sphere gain immunity to fire damage.

Dispel Water: Cancels water spells and effects or dismisses water creatures.

Conj **Wall of Magma:** Deals 2d6 fire damage out to 10 ft. and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level.

Ench **Sleep Mote:** Dust devil of magic sand puts foes to sleep.

Evoc **Flaywind Burst:** Blows away and knocks down smaller creatures and deals 1d6 damage/level.

Necro **Choking Sands**^{M}**:** Touched creature begins to suffocate on sand.

Trans **Flesh to Salt:** Turns creature into a statue of salt.

Transmute Sand to Glass: Transforms two 10-ft. cubes per level.

Transmute Sand to Stone: Transforms two 10-ft. cubes per level.

Transmute Stone to Sand: Transforms two 10-ft. cubes per level.

Unearthly Heat: Target is subjected to unearthly heat for 1 round/level.

6th-Level Sorcerer/Wizard Spells

Ench **Symbol of Thirst**^{M}**:** Triggered rune overwhelms nearby creatures with thirst.

Necro **Ashen Union:** Drains moisture from a creature, possibly killing it and destroying its body.

Desiccate, Mass: Desiccates several creatures.

Mummify: Touched living creature dies and is mummified.

Trans **Scalding Mud:** Transmute rock or earth into boiling muck.

7th-Level Sorcerer/Wizard Spells

Trans **Flesh to Salt, Mass:** Turns several creatures into statues of salt.

Vitrify: Melts sand into glass.

8th-Level Sorcerer/Wizard Spells

Abjur **Transcribe Symbol**^{F}**:** Safely moves an untriggered magical symbol to another location.

Ench **Desert Binding**^{M}**:** Imprisons creature as sand in an hourglass or wind in the waste.

NEW PSIONIC POWERS

2nd Level Psion/Wilder Powers

Psychic Scimitar: Create scimitar of the mind that attacks foes.

6th Level Psion/Psychic Warrior/Wilder Powers

Inconstant Location: Slightly detuned from time allows swift instantaneous moves in combat.

NEW EPIC SPELLS

Beast of a Thousand Legs^{X}**:** Create a tornado-spawning super-storm. (Spellcraft DC 132)

Dire Drought^{X}**:** Deal 2d6 dessication damage in 1,000-foot radius. (Spellcraft DC 319)

Global Warming: Permanently increase region's temperature. (Spellcraft DC 100)

Volcano^{X}**:** Raise a small volcano. (Spellcraft DC 56)

SPELL DESCRIPTIONS

Magic of the waste invokes the fearsome power of heat, sand, sun, and thirst.

ANTIFIRE SPHERE

Abjuration
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

You bring into being a mobile, spherical energy field that protects against fire. All creatures within the area of the spell gain immunity to fire damage. In addition, the sphere prevents the entrance of any creature with the fire subtype and hedges out such creatures that are in the area when the spell is cast. You must overcome a creature's spell resistance to keep it at bay.

ASHEN UNION

Necromancy
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half and Fortitude partial; see text
Spell Resistance: Yes

You drain all the moisture from the body of a living creature, dealing it 1d6 points of dessication damage per two caster levels (maximum 10d6). A creature that makes a successful Fortitude save takes half damage. If the subject takes damage from the spell (whether its first save was successful or not) equal to more than half of its current hit points, it must make another Fortitude saving throw or die as its body expels all remaining fluid, leaving behind only a fragile husk that powders to ash at the least touch. A victim's equipment is unaffected. A creature that is affected but not slain by the spell is dehydrated (see page 15).

Material Component: A piece of dried fruit and a pinch of dust.

ASHSTAR

Conjuration (Creation) [Evil]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. level)
Effect: One ashstar; see text
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: No

You create a magical construct called an ashstar. It shoots from your hand and hovers in the air anywhere within the limit of the range. Each round, you can move the ashstar anywhere within range by spending a move action to concentrate on the new position. The ashstar gives off a reddish light, akin to the hazy light within a sandstorm, providing shadowy illumination in a 20-foot radius. A creature you designate within 10 feet of the ashstar that takes damage from any source must make a Fortitude saving throw. On a failed save, the damage is considered dessication damage, and the victim becomes dehydrated.

An ashstar can be attacked as if it were an object. It has hardness 10 and 20 hit points

AWAKEN SAND

Transmutation
Level: Druid 6, Sand 6
Components: V, S, DF, XP
Casting Time: 24 hours
Range: Touch
Target: 15-ft. area of sand touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You awaken a region of sand, or similar material, to humanlike sentience. To succeed, you must make a DC 18 Will save. The *awakened* sand is friendly toward you. You have no special empathy or connection with sand you awaken, although it serves you in specific tasks or endeavors if you communicate your desire to it.

The sand creature you awaken has the same statistics as a Huge animated object with a base land speed of 40 feet and a burrow speed of 20 feet. Unlike normal animated objects, *awakened* sand beings have the earth subtype, and their Intelligence, Wisdom, and Charisma scores are each 3d6. A sand being has immunity to polymorphing. The awakened sand can speak one language you know, plus one additional language that you know per point of Intelligence bonus (if any) it has.

A sand creature can engulf Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The sand creature merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the creature, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 19 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward. Engulfed opponents are considered grappled and are trapped within the sand creature's body. The sand creature deals 1d6+3 points of damage to trapped opponents each round after the one in which it engulfed them. Opponents that need to breathe risk suffocation (see page 304 of the *Dungeon Master's Guide*). The save DC is Strength-based.

Sand creatures are amorphous and can do anything sand would be expected to do—hide perfectly atop other sand, form into dunes and drifts, and pour through small openings (although passing through an opening two size categories smaller than the creature takes a full-round action).

XP Cost: 500 XP.

BLACK SAND

Necromancy [Darkness, Evil]
Level: Cleric 3, Sand 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 min./level
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell creates an area of black sand (see page 20), infused with shadowstuff and negative energy. A region of black sand literally swallows light, emitting magical darkness rising to a height of 20 feet over the surface. Creatures that come in contact with the sand take 1d4 points of damage per round from negative energy (no save). Those reduced to 0 hit points crumble into black sand themselves. Creatures can make Reflex saves to avoid being caught in the area upon which the spell is first cast. Only the surface of the sand is affected by the spell, so creatures burrowing beneath an area of black sand are unaffected unless they break its surface. Creatures that do so immediately take damage from the spell.

Black sand can be made permanent with a *permanency* spell.

BLAST OF SAND

Conjuration (Creation) [Earth]
Level: Druid 4, Sand 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

Sand sprays from your outstretched palm with enough force to strip flesh from bone and scour surfaces. The spell deals 1d6 points of damage per caster level (maximum 10d6). Do not divide damage from *sand scour* by four when applying it to objects.

Material Component: A pinch of sand.

BODY BLAZE

Evocation [Fire]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 round/level (D)

You are surrounded in flame, which does not harm you or your equipment. When you move, you leave a vertical trail of flame in your wake. The sheet of flame left behind you is up to 20 feet high, 2 inches wide, and lengthens as you move, exactly following the path you take across a horizontal surface—you leave no trail on vertical surfaces or through the air because the sheet of flame must be anchored on a horizontal surface.

The blazing wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. If you pass through a square more than once, the damage dealt by the wall to creatures moving through that square does not increase. You take no damage from your own blazing wall.

If you overrun a creature or otherwise manage to pass through its square, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that section goes out.

Material Component: A small piece of phosphorus.

CHOKING SANDS

Necromancy
Level: Cleric 5, druid 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You coat the target's lungs with dust and sand. The target can cough up the sand by taking a full-round action and making a Fortitude save. If it chooses not to do so, it must make Constitution checks to avoid suffocation (see page 304 of the *Dungeon Master's Guide*).

Material Component: A tiny stuffed animal filled with sand.

CLOAK OF SHADE

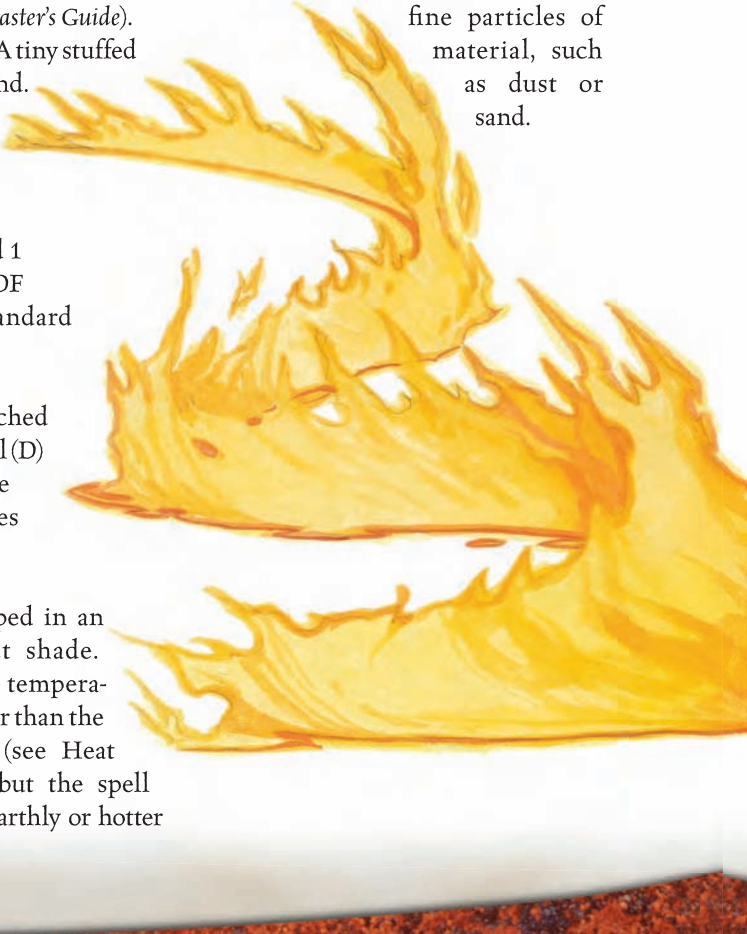
Abjuration
Level: Cleric 1, druid 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

The subject is wrapped in an envelope of perfect shade. Inside the cloak, the temperature is one band lower than the actual temperature (see Heat Dangers, page 12), but the spell has no effect on unearthly or hotter heat, nor does it offer any protection against fire damage. The target is treated as though it is in shade, thereby protected from sunburn, able to begin recovering from sun glare, and able to begin healing nonlethal damage taken from exposure to heat. *Cloak of shade* has no effect on *light*, *daylight*, *sunburst*, and similar magical light effects, and it offers no protection from damage that creatures vulnerable to sunlight might take from the sun.

CONTROL SAND

Transmutation
Level: Cleric 3, druid 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Dust or sand in a volume of 10 ft./level wide by 10 ft./level long by 2 ft./level deep (S)
Duration: 10 min./level (D)
Saving Throw: None; see text
Spell Resistance: No

Depending on the version you choose, *control sand* raises or lowers fine particles of material, such as dust or sand.



For either version, the caster can reduce one horizontal dimension by half and double the other horizontal dimension.

Lower Sand: This effect causes sand to reduce its depth by as much as 2 feet per caster level, to a minimum depth of 1 inch. The dust and sand is lowered within a square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep sand piles, such as a sand dune, the spell creates a pit that sweeps creatures downward (without dealing damage), putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on earth elementals, dust paraelementals, and other earth- or dust-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Sand: This effect causes dust and sand to rise in height, just as the *lower sand* version causes it to lower. Creatures and objects on top of the dust or sand are raised along with the top level of sand.

DESERT BINDING

Enchantment (Compulsion) [Mind-Affecting]
Level: Sand 8, sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell functions like *binding* (see page 204 of the *Player's Handbook*), except as noted here.

Sand in the Hourglass: The subject assumes the form of a minute portion of sand, each grain of which looks like its head. Held in a clear glass container, usually an hourglass, the subject remains aware of its surroundings (from multiple viewpoints) and can speak (from multiple, tiny mouths), but cannot leave the hourglass, attack, or use any other abilities. The subject does not need to breathe, eat, or drink while subject to *sand in the hourglass*, nor does it age. Shattering the hourglass before the spell ends slays the bound creature, and its body remains sand (effectively destroyed). The duration is one year per caster level, after which time the victim reforms into its original shape, destroying the hourglass. Reduce the save DC by 4.

Wind in the Waste: The subject is transformed into a howling wind blowing across the waste. The victim retains knowledge of its prior existence, but has no abilities other than to howl with the wind. Because of its insubstantial nature, the subject is nearly impossible to define or specifically locate. The DM might allow the victim to be found through special means or through powerful magic (such as *limited wish*). The duration is one year per caster level, after which time the subject returns to its original shape in the location where it was first subjected to *wind in the waste*. Reduce the save DC by 4.

Material Component: As the *binding* spell; see page 204 of the *Player's Handbook*.

DESERT DIVERSION

Conjuration (Teleportation)
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A gray ray flecked with red springs from your outstretched hand. You must make a ranged touch attack to hit the target. A target struck is covered with a glittering red field that usurps some forms of planar travel. Forms of travel taken over by *desert diversion* include *dimension door, ethereal jaunt, etherealness, gate, greater teleport,*

Body blaze

Illus. by W. O'Connor

plane shift, shadow walk, teleport, teleport object, teleportation circle, and similar spells and spell-like abilities. If the subject of *desert diversion* casts one of the above spells, he and those traveling with him (or anyone using the *gate* or *teleportation circle*) are diverted. This spell can also be cast upon a *gate* or *teleportation circle,* thereafter diverting all who use the affected spell for the duration of *desert diversion.*

Subjects are diverted to a wasteland location, chosen by the caster or randomly determined. Until *desert diversion* ends or is dispelled, the subjects of the spell cannot use any of the abovementioned spells to travel from the area. If they try, the casting simply returns them to the same spot in the middle of the waste. When the duration expires, the diversion ends, and subjects return to their point of origin.

DESICCATE

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of dessication damage per two caster levels (maximum 5d6) and making it dehydrated (see page 15). A successful Fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

DESICCATE, MASS

Necromancy

Level: Cleric 6, druid 6, sorcerer/wizard 6, Thirst 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level, no two of which can be more than 30 ft. apart

This spell functions like *desiccate,* except that it affects multiple creatures.

DISPEL WATER

Abjuration

Level: Bard 4, cleric 5, druid 4, sorcerer/wizard 5, Thirst 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You call on the power of the waste to counter and dismiss water creatures, spells, and effects. However, *dispel water* cannot counter an instantaneous spell or effect.

You choose to use dispel water in one of three ways: to dry up a body of water, to counter a water-based spell or effect, or to dismiss an extraplanar creature of the water subtype.

Dry Up Water: This effect instantly destroys 200 cubic feet of water per level. Remaining water rushes in to fill the void. Cast in a large body of water, such as an ocean, the destruction of 1,000 or more cubic feet of water produces a strong current that pulls boats and creatures down. Creatures caught in the current must make a DC 20 Swim check to avoid going under. A creature that fails the Swim check is pulled down to a depth of 10 feet per caster level and must hold its breath or begin to drown (see page 304 of the *Dungeon Master's Guide*). The current might capsize vessels: The chance is 95% for a craft shorter than 20 feet long, 50% for one from 20 to 60 feet long, and 20% for one over 60 feet long.

Counterspell: Used in this way, *dispel water* targets a spellcaster and is cast as a counterspell (see page 170 of the *Player's Handbook*). It only counters spells and spell-like abilities that have the water descriptor, or appear on the Water domain spell list, or clearly involve water (such as *create food and water, sleet storm,* and *wall of ice*). To successfully counter the other spell, you must make a dispel check (1d20 + your caster level, maximum +20) against a DC equal to 11 + the spell's caster level.

Dismiss Water Creature: Cast in this way, *dispel water* targets a single extraplanar creature of the water subtype within range. The creature can negate the effect with a successful Will save (and its spell resistance, if any, applies). If it fails to save or resist the spell, the creature is forced back to its home plane.

FLASHFLOOD

Conjuration (Creation) [Water]

Level: Cleric 8, druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

You create a roaring, frothing wall of water 10 feet high that erupts from where you stand and surges forward, sweeping away or smashing down nearly everything in its path. The effect lasts for 1 round, although the water created by the spell does not disappear after 1 round, during which time creatures on the ground within the area cannot move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) to successfully cast a spell.

The force of the water and debris deals those caught in the area 1d6 points of nonlethal damage plus another 1d6 points per five caster levels (maximum 4d6). Any creature or object that is not soundly secured is pushed violently to the outer edge of the area. If this forces the creature or object into a solid surface, it takes 8d6 points of damage. A creature holding onto a sturdy object can make a DC 20 Strength check to avoid being moved. A creature not already holding onto such an object can make a DC 20 Reflex save or Swim check to grab one. A creature of Huge size or larger can make a DC 30 Strength check to dig in its feet and simply withstand the oncoming wave. A creature that fails any of these checks falls prone in addition to being swept away.

The specific effect and aftereffects of a *flashflood* spell on the environment depend on the nature of the terrain where it is cast. When the spell is completed, a total volume of 100,000 cubic feet of water (400 5-foot squares, in a 120-ft. cone, 10 feet deep) is left behind. This water behaves like ordinary water—draining away and leaving puddles in most cases, or perhaps forming a shallow lake or pond. Unless the caster has taken care to create the *flashflood* in a cleared area, however, the water left behind is full of debris, dirt, and perhaps a few corpses. Such water is unfit to drink.

Cave, Cavern, or Tunnel: The sudden surge of water knocks down support beams, but otherwise has no real effect, aside from filling the tunnel with water to a depth of 10 feet. If the area is insufficient to support 100,000 cubic feet of water, the water level rises above 10 feet until the entire volume is filled, or it spills outward from the confines of the original 400 squares. What happens is based on the layout of the area. In the case of level terrain, the water simply drains away over the course of a minute or so, leaving pools in depressions from which it cannot drain. When the ground in a tunnel is not level, the water might flood sections of the tunnel. In such cases, determine whether the flooded area is sufficient to contain the entire volume of water created—and, if not, how deeply the water floods the next level up. Any creatures caught in water over their heads might drown.

For example, Miyish casts *flashflood* in the dungeon of a ruined castle. The dungeon's total volume is only 40,000 cubic feet (160 squares, with a 10-foot ceiling). The remaining 60,000 cubic feet of water has to go somewhere, so it rushes up and out the entrance to the dungeon. Since the terrain above the dungeon is another level of the castle, and is basically watertight, the water collects up here. The total volume of this level is 80,000 cubic feet (320 squares, with a 10-foot ceiling), leaving 20,000 cubic feet of air. Since the water has nowhere to go but up, and it has gone as high as it can, the water on this level is 7-1/2 feet deep (60,000 cubic feet divided by 8,000—the square footage of 320 5-foot squares). If Miyish can't swim or breathe water, he has made a grave tactical error by casting *flashflood* in an area too small to contain it.

Cliffs: Casting *flashflood* at the base of a cliff has no effect on the cliff. Casting *flashflood* from the top of a cliff can force creatures and objects over the edge, so that they take falling damage.

Open Ground: Creatures on open ground are safest from the worst effects of *flashflood*. They might be knocked prone by the force of the water, or even swept 120 feet (24 squares) away, but they are not in any particular danger of drowning or being crushed.

Structure(s): Any structure standing on open ground takes 60 points of damage, enough to collapse a typical wooden building, but not a structure built of stone, masonry, or reinforced masonry. Hardness reduces this damage, but it isn't halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half). The debris is swept away by the *flashflood*.

River, Lake, or Marsh: The river, lake, or marsh overflows its banks, though with rivers the effect is transitory. In the case of lakes and marshes, determine how much the body of water overflows, given the 100,000 cubic feet of water added to it. Only calculate this amount if the total surface area of the lake or marsh is less than 40,000 square feet—and even then, it's only academic unless it is important to determine whether something on the shore gets wet.

FLAYWIND BURST

Evocation [Air, Earth]
Level: Cleric 5, druid 5, Sand 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 round
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell produces a brief windstorm (approximately 70 mph), filled with scouring, supernatural grit that literally strips flesh. In addition to the possible effects of the wind, creatures within the area of a *flaywind burst* spell take 1d6 points of damage per caster level (maximum 10d6) from the scouring sands. A successful Reflex save halves this damage.

A creature within the area of *flaywind burst* must make a Fortitude save or experience the effects of the wind's force. A Small or smaller creature is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Small or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage. Medium creatures are knocked prone, or if flying are blown back 1d6×10 feet. Large or Huge creatures are unable to move forward against the force of the blast, or if flying are blown back 1d ×5 feet. Gargantuan or larger creatures can move normally within a *flaywind burst*. *Flaywind burst* can't move a creature beyond its range.

In addition to the effects noted, *flaywind burst* can do anything else that a windstorm-force sandstorm would be expected to do, such as briefly obscure vision, heel over a boat, or blow gases and vapors to the limit of its area.

Material Component: A pinch of sand and the wing feather of a vulture.

FLESH TO SALT

Transmutation
Level: Druid 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You call the essence of salt forth in the target, dealing 1d6 points of damage per two caster levels (maximum 10d6). If the target takes more than half of its current hit points in damage from the spell, it must make a Fortitude saving throw or its body completely crystallizes. The subject, but not its carried gear, turns into a mindless, inert statue. If a statue resulting from this spell is broken or damaged, the subject has similar damage or deformities if ever returned to its original state. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

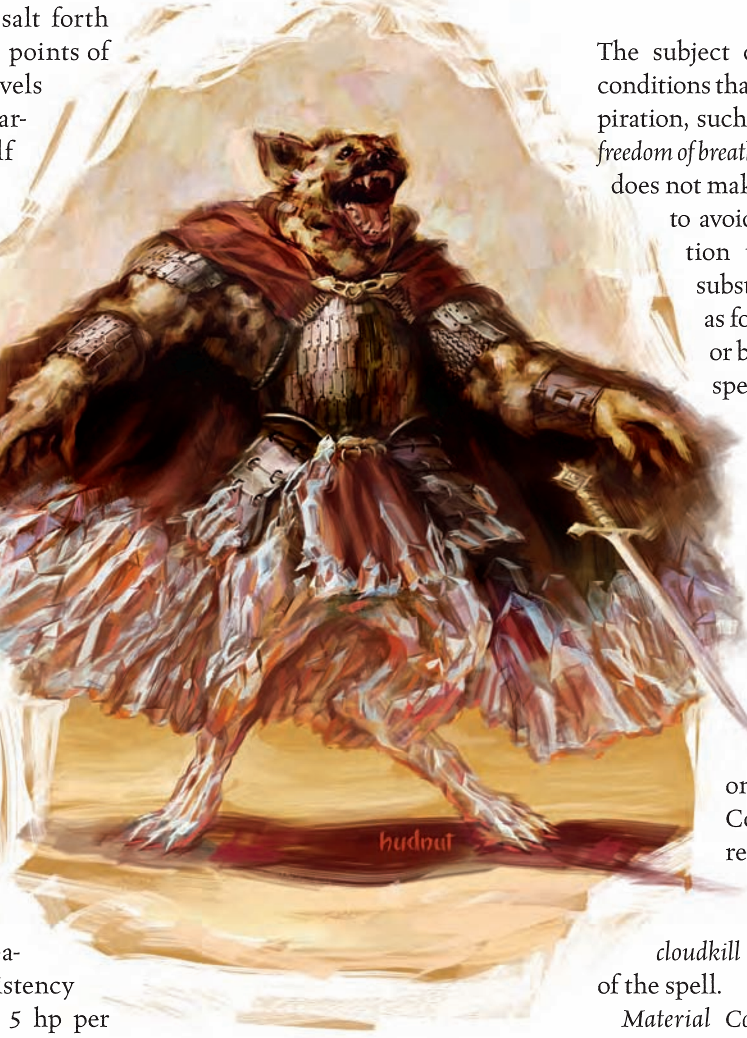
The transformed creature takes on the consistency of rock salt (hardness 2, 5 hp per inch of thickness). Salt statues are extremely susceptible to dissolution by water—if exposed to flooding or heavy rain, they take damage that is not reduced by hardness. A constant blast of water (for example, a geyser from a *decanter of endless water*) deals 10 points of damage per minute. A steady rain deals 1 point of damage per minute.

A *stone to flesh* spell affects salt as if it were stone, returning an affected creature to its original state..

Material Component: A lump of rock salt.

FLESH TO SALT, MASS

Transmutation
Level: Druid 7, sorcerer/wizard 7
Target: One or more creatures, no two of which can be more than 30 ft. apart



Flesh to salt

Illus. by D. Hudnut

This spell functions like *flesh to salt,* except that it affects multiple crearures. You can transform one additional creature for every four caster levels, to a maximum of five creatures at 20th level.

FREEDOM OF BREATH

Abjuration
Level: Cleric 2, druid 2, paladin 2, ranger 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can breathe freely in conditions that ordinarily inhibit respiration, such as sandstorms. While *freedom of breath* is in effect, the subject does not make Constitution checks to avoid the onset of suffocation unless no breathable substance is available (such as for a human underwater or buried under sand). The spell also protects against stenches, such as those produced by a troglodyte or a *stinking cloud* spell. The subject does not have to make saves or checks against nausea and similar effects from strong odors. *Freedom of breath* also grants a +2 bonus on Fortitude saves and Constitution checks to resist poisonous vapors, such as those from a volcanic caldera or a *cloudkill* spell, for the duration of the spell.

Material Component: A sliver of mica.

FUSE SAND

Transmutation [Earth]
Level: Druid 5, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Up to two 10-ft. cubes per level (S)

Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell causes normal sand to melt slightly and stick, forming a relatively soft and porous building material (see Dungeon Waste Terrains, page 31). Any creature in the sand is allowed a Reflex save to escape before the area hardens. Creatures that are unable to escape become trapped and must be broken out. A creature trapped beneath the surface begins to suffocate (see page 304 of the *Dungeon Master's Guide*). The fused sand has hardness 3 and 5 hp per inch of thickness, and a break DC of 22.

Material Component: A glass marble.

HABOOB

Conjuration (Creation) [Air, Earth]
Level: Cleric 3, druid 3, ranger 3, Sand 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. level)
Effect: Abrasive dust spreads in 20-ft. radius, 20 ft. high
Duration: 1 min./level
Saving Throw: None or Reflex half; see text
Spell Resistance: No

A thick haze of swirling dust and sand swirls out from the point you designate. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. Unprotected, nonmagical flames are automatically extinguished, and there is a 50% chance that protected flames will be snuffed.

In addition to obscuring sight, the swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 1d4 points of damage per two caster levels (maximum 5d4), with no save allowed. If you conjure *haboob* so that it appears where creatures are located, each creature takes damage as if passing through the haze. Such creatures take half damage with a successful Reflex save, but if these creatures do not leave the affected area at their next opportunity, they take full damage from the abrading sands (no save) as if they had voluntarily entered the area. Any creature that remains within the affected area for more than 1 round likewise takes damage automatically (no save).

A moderate wind (11+ mph) disperses the dust in 8 rounds; a strong wind (21+ mph) disperses it in 4 rounds. This spell does not function underwater.

Material Component: A pinch of ash, dust, or sand.

HALO OF SAND

Abjuration [Earth]
Level: Druid 2, ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

Halo of sand creates a thin band of sand that swirls and twists around your body, helping to deflect incoming attacks. The sand does not make it difficult for others to see you, but it grants a +1 deflection bonus to AC. This deflection bonus increases by 1 for every three caster levels above 3rd, to a maximum of +4 at caster level 12th.

HYDRATE

Conjuration (Healing)
Level: Bard 2, cleric 2, druid 2, paladin 2, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Will half; see text
Spell Resistance: Yes; see text

This spell allows you to create moisture within the body of a living creature, healing damage from dehydration. *Hydrate* heals 2d8 points +1 point per caster level (maximum +10) of dessication damage, removes all nonlethal damage from dehydration, and clears up any lingering effects of the dehydrated condition.

When cast on a creature of the fire subtype, *hydrate* deals damage instead of healing. Such a creature can apply spell resistance and attempt a Will save to take half damage.

IMPEDE SUN'S BRILLIANCE

Abjuration
Level: Druid 1, ranger 1, Summer 1
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (10-ft. radius, 20 ft. high)
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell reduces the sun's light to a comfortable glow in a stationary area, dropping the temperature by 20 degrees. Creatures inside the effect gain a one-step improvement in protection against heat, are not subject to sunburn, and can begin to recover from sun glare and nonlethal damage due to heat (see Chapter 1). *Impede sun's brilliance* has no effect on *light*, *daylight*, *sunburst*, and similar magical light effects, and it offers no protection from damage that creatures vulnerable to sunlight might take from the sun.

LOCATE WATER

Divination
Level: Cleric 1, druid 1, ranger 1, sorcerer/wizard 1
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level
Saving Throw: None
Spell Resistance: No

You sense the direction of a substantial body of water. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of water.

2nd Round: Number of water sources in the area and the rough size of the largest one present.

3rd Round: The size (see below) and location of each source of water. If a water source is outside your line of sight, then you discern its direction but not its exact location.

Size: For the purpose of this spell, the size categories of bodies of water are as follows.

Small: A small pond or pool (200 cubic feet or less) or a brook (5 feet across or smaller).

Medium: A large pond or small lake (up to 20,000 cubic feet) or a good-sized stream (up to 30 feet across).

Large: A large lake (up to 10 million cubic feet) or a broad river.

Vast: An ocean or an inland sea.

Creatures cannot be found by this spell. The spell ignores small quantities of water, such as filled bottles and skins. The spell reveals nothing about the quality of the water or how easy it is to reach.

The presence of fire or magma within the spell's area blocks it.

Arcane Focus: A forked hazel wand.

MANTLE OF THE FIERY SPIRIT

Transmutation
Level: Cleric 9, druid 8
Components: V, S, M, XP
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Mantle of the fiery spirit permanently grants the target the fire subtype.

Material Component: A burning lump of coal and a fire opal worth 5,000 gp.

XP Cost: 2,000 XP.

MEPHIT MOB

Conjuration (Summoning) [see text]
Level: Bard 6, druid 6, Thirst 7
Components: V, S
Casting Time: 1 minute
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell summons 2d6 mephits of a kind you designate. These are average mephits, as described in the *Monster Manual* and in Chapter 6 of this book. The mephits appear where you choose and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the mephits, you can direct them not to attack, to attack particular enemies, or to perform other actions. You can dismiss them singly, or in groups, at any time.

Summoned mephits cannot summon or otherwise conjure another creature, nor can they use any teleportation or planar travel abilities. Mephits cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. For example, *mephit mob* is an earth spell when you cast it to summon salt mephits.

MUMMIFY

Necromancy
Level: Cleric 6, druid 6, sorcerer/wizard 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You flash-dry a creature, killing it and preserving it in an instantaneous mummification process. A creature that makes a successful Fortitude saving throw instead takes 6d6 points of dessication damage and is dehydrated. If the damage kills the target, it is still mummified.

Arcane Material Component: A strip of salted cloth.

PARBOIL

Evocation [Fire]
Level: Cleric 5, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You flash-heat the air in an area, boiling the blood and baking the brains of creatures caught inside. The hot air deals 6d6 points of fire damage and 2d4 points of Intelligence damage. Creatures that make successful Fortitude saves take half fire damage and no Intelligence damage.

Arcane Material Component: Water and a pinch of sulfur.

PARCHING TOUCH

Necromancy
Level: Sorcerer/wizard 1, Thirst 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

Your hand glows with a dull, ruby light, and your touch drains moisture from the body of a living creature, dealing 1d6 points of dessication damage. A plant or elemental of the water subtype instead takes 1d8 points of dessication damage. A touched creature also takes

1 point of Constitution damage and is dehydrated unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to once per caster level.

PROTECTION FROM DESSICATION

Abjuration

Level: Cleric 3, druid 2, ranger 2, sorcerer/wizard 3, Summer 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains temporary immunity to dehydration of any kind. While protected by the spell, the subject cannot become dehydrated even if it takes dessication damage. Once the spell has prevented a total of 10 points of damage from dehydration per caster level (maximum 100 points), whether that damage is dessication damage or nonlethal damage, it is discharged.

SANDFORM

Transmutation

Level: Druid 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell transforms your body, along with all equipment worn or carried, into living sand. You take the form of an ooze, and you gain immunity to poison, sleep effects, paralysis, polymorphing, and stunning for the duration of the spell. You are not subject to extra damage from critical hits or flanking. Since, unlike an ooze, you are not mindless and retain your Intelligence, Wisdom, and Charisma scores, you can still be affected by mind-affecting spells and abilities. While in *sandform*, you don't experience the environmental effects of heat or dehydration, but you can still take fire or dessication damage. You become blind, but you gain blindsight out to 60 feet. Your base attack bonus, base saves, alignment, level, class, hit points, type (and subtype), extraordinary abilities, spells, and spell-like abilities remain unchanged, but your supernatural abilities are suppressed in *sandform*. You can cast spells for which you have components.

The new form can be disorienting. Any time you are in a demanding situation (such as combat), you must succeed on a DC 19 Will save or take a –2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes.

While in *sandform*, you have a base land speed of 20 feet. You can pass through openings as small as a quarter of an inch in diameter, although passing through a space two or more size categories smaller than yours takes a full-round action. You also gain a natural attack—an abrasive slam with a gritty pseudopod that grants 5 additional feet of reach. A successful hit deals bludgeoning damage according to your size:

Caster Size	Slam Damage
Fine	—
Diminutive	1
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6

The number of times you can attack with this pseudopod each round is determined by your base attack bonus, and you apply 1-1/2 times your Strength bonus on damage as though attacking with a two-handed weapon. However, you cannot wield weapons while in *sandform*.

In sandy terrain, you gain a burrow speed equal to your base land speed. You also gain a +10 circumstance bonus on all Hide checks and you have concealment.

Upon death, you revert to your original form.

Material Component: A handful of sand taken from an elemental with the earth subtype.

SANDSTORM

Conjuration (Creation) [Air, Earth]

Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: 40 ft./level
Area: 40 ft./level radius cylinder 40 ft. high
Duration: 10 min./level
Saving Throw: Fortitude negates
Spell Resistance: No

You create a duststorm or sandstorm. *Sandstorm* uses the parameters of *control winds* (see page 214 of the *Player's Handbook*), differing from that spell as shown above and as follows. A spellcaster who knows *sandstorm* need not be in an area of exposed, sandy soil to create the effects described below—this spell conjures both sand and wind.

Duststorm Strength: For every three caster levels, you can increase or decrease wind strength by one level. Wind speeds of less than severe are insufficient to carry suspended sand. (Wind strength and related duststorm effects are briefly summarized below, with more detail found on page 16.) Each round on your turn, creatures in the area must make Fortitude saves or suffer the effects of being in the wind, as well as the effects of suspended grit.

A severe wind (31+ mph) causes minor ship and building damage, and creates a duststorm with fine grains of sand that reduces visibility, smothers unprotected flames, and even chokes protected flames.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Wind of this speed creates a sandstorm that badly reduces visibility and deals 1d3 points of nonlethal damage each round to anyone caught out in the open.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. Wind of this speed creates a flensing sandstorm that severely reduces visibility and deals 1d3 points of lethal damage each round to anyone caught out in the open.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees. Tornado-force sandstorms are of the flensing variety.

SCALDING MUD

Transmutation [Earth, Fire]
Level: Druid 6, sorcerer/wizard 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Duration: Permanent; see text
Saving Throw: See text
Spell Resistance: No

This spell functions as *transmute rock to mud* (see page 295 of the *Player's Handbook*), except that it can be cast on sand, earth, and unworked, nonmagical rock (within the normal restrictions for *transmute rock to mud*), and the mud created is boiling hot. Creatures mired in the hot mud take 5d6 points of fire damage per round, while those completely submerged in the sludge take 10d6 points of fire damage per round. Creatures atop the mud (such as those standing on straw) take 1d6 points of fire damage each round from hot steam. Damage from boiling mud continues for 1d3 rounds after exposure ceases, but this additional damage is only 1d6 points of fire damage per round.

The transmuted material cools after a period of 1 round per caster level. The number of dice of damage the mud deals is halved each round after this duration expires. The transmuted rock remains as mud even after it cools. It eventually dries into soil, as per *transmute rock to mud*.

Arcane Material Component: A pinch of a mixture of clay, sulfur, and water.

SCIMITAR OF SAND

Evocation [Earth]
Level: Druid 2, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Scimitar of grinding sand
Duration: 1 min./level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

A curved, 3-foot-long blade of sand springs forth from your hand, screaming and churning like a caged sandstorm. Attacks with a *scimitar of sand* are melee touch attacks. The blade deals 1d6 points of damage, +1 point per two caster levels (maximum +10). The blade is not solid, so your Strength modifier does not apply to the damage. You can use a *scimitar of sand* without penalty even if you lack proficiency with a normal scimitar. In addition to being dealt damage, a creature struck by your weapon must succeed on a Fortitude save or become dehydrated.

Arcane Material Component: A pinch of sand, salt, and iron filings.

SEARING EXPOSURE

Evocation [Fire, Light]
Level: Druid 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You expose the target to the effect of hours of exposure to severe heat and the desert sun in only a moment. The subject must make a Fortitude saving throw or take 1d4 points of nonlethal damage per caster level (maximum 15d4). Nonlethal damage that exceeds the subject's hit points is considered lethal damage. In addition, the subject is dazzled (as if by sun glare), dehydrated, and sunburned (see Chapter 1). Protection from heat and exposure (such as keepcool salve or a hydration suit; see Chapter 4) helps mitigate these effects, providing the target with a +4 bonus on the Fortitude save. A creature wearing heavy clothing or armor takes a –4 penalty on the Fortitude saving throw, but is not sunburned. Those that succeed on their Fortitude saves take half damage, are dehydrated, and are dazzled for 1d4+1 rounds.

Arcane Material Component: A shard of thick glass.

SKIN OF THE CACTUS

Abjuration
Level: Druid 4, ranger 3, Summer 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell grants a living creature the toughness, resilience, and needles of a cactus. The effect grants a +3 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases to +4 at caster level 10th and to a maximum of +5 at caster level 13th.

In addition to the enhancement bonus, *skin of the cactus* causes the subject to grow needles from its skin, clothing, or armor. Any creature grappling the subject or striking it with natural weapons takes 1d6 points of piercing damage from the needles.

Finally, the subject of this spell is protected from nonlethal damage due to dehydration. *Skin of the cactus* provides the subject with a +4 bonus on saves to resist becoming dehydrated from heat or exposure, but it offers no protection against dessication damage or spells that cause a target to become dehydrated.

The enhancement bonus provided by *skin of the cactus* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Material Component: A cactus spine.

SLEEP MOTE

Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 5-ft.-diameter sphere
Duration: 1 round/level; see text
Saving Throw: Will partial
Spell Resistance: Yes

You create a dust devil composed of slumber-inducing particles. It flies at a speed of 30 feet per round (perfect maneuverability), and you can concentrate on controlling its every movement or specify a simple program. Directing the vortex's movement is a move action, while changing its programmed movement is a standard action. If you don't move or program the vortex, it merely stays at rest, spinning and howling. The vortex dissipates if it exceeds the spell's range.

If the *sleep mote* enters a space with a creature, it stops moving for the round and causes a magical slumber to come upon any creature whose space it completely engulfs that fails a Will saving throw (thus, creatures larger than Medium size have immunity to a *sleep mote*). Even on a successful Will saving throw, affected creatures are sleepy, and take a –2 penalty on all Wisdom, Intelligence, and Charisma checks for the spell's duration.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep mote* has no effect on unconscious creatures.

Arcane Material Component: A pinch of fine sand and a live cricket.

SLIPSAND

Transmutation
Level: Druid 4, ranger 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 10-ft.-cube region of slipsand/level
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell turns an area of natural sand into a pit of deadly slipsand (see page 25). Supernatural sandlike materials, such as black sand or slumber sand, are not affected by the spell. A creature unable to free itself from the slipsand immediately sinks to the bottom and must hold its breath or begin to suffocate.

If *slipsand* is cast on a structure of fused sand or on a sandy foundation, it causes the affected part (or more) of the structure to collapse. If the spell is cast on a building's material, slipsand spreads out to fill the available space, possibly burying those within its area. The collapsing structure is also dangerous (see Cave-ins and Collapses, page 66 of the *Dungeon Master's Guide*).

Slipsand creates a magic trap that is difficult to detect. A character must succeed on a Survival check (DC equals the save DC of the spell) to notice a pit of slipsand. Running or charging characters have no chance to detect the trap. A rogue can find the trap with a successful Search check, but cannot disable it. The DC is 25 + spell level, or 29 for *slipsand*.

Material Component: A pinch of slipsand.

SOUL OF THE WASTE

Transmutation [Earth]
Level: Cleric 3, druid 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

You meld your body and possessions into an accumulation of sand, dust, ash, or even loose earth. The area must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the sand. While in the sand, you remain aware of the passage of time, can cast spells on yourself, and can still hear on the surface above you, but you cannot see or communicate.

Since the substance you inhabit is an accumulation of many particles, it is difficult to damage the material (and you). If some creature were to shovel or otherwise remove sufficient sand from the area so that you no longer fit within it, you are expelled and take 5d6 points of damage. Any time before the duration expires, you can step out of the sand (or become physical while still partially or wholly within the sand). If the spell's duration expires or the effect is dispelled before you voluntarily exit, you are violently expelled and take 5d6 points of damage.

The following spells affect you if cast upon the sand you are occupying: *Control sand* and *move earth* merely move you along with their effects. *Transmute sand to glass* or *transmute sand to stone* expels you and slays you instantly unless you make a DC 18 Fortitude save, in which case you are expelled and take 5d6 points of damage.

STORM MOTE

Evocation [Air, Earth]
Level: Druid 3, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cylinder (5-ft. radius, 10 ft. high)
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: Yes

You create a whirling vortex of sand. It flies at speed of 60 feet per round (perfect maneuverability), and you can concentrate on controlling its every movement or specify a simple program. Directing the vortex's movement is a move action, while changing its programmed movement is a standard action. If you don't move or program the vortex, it merely stays at rest, spinning and howling. The vortex dissipates if it exceeds the spell's range.

If a *storm mote* enters a space with a creature, it stops moving for the round and deals 2d8 points of damage to the creature. A successful Fortitude save reduces damage by half.

Those outside the vortex have concealment against those inside. The vortex extinguishes all nonmagical flame.

Arcane Material Component: A pinch of sand.

SUMMON DESERT ALLY I

Conjuration [Summoning]
Level: Druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a dustform creature (see page 161). It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

This spell conjures one of the creatures from the 1st-level list on the accompanying Summon Desert Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

SUMMON DESERT ALLY II

Conjuration [Summoning]
Level: Druid 2, ranger 2
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

SUMMON DESERT ALLY III

Conjuration [Summoning]
Level: Druid 3, ranger 3
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind,

SUMMON DESERT ALLY

1st Level
Baboon
Badger
Dire rat
Dog
Giant fire beetle
Hawk
Jackal†
Monstrous centipede, Medium
Monstrous scorpion, Small
Monstrous spider, Small
Owl
Raven
Serval†
Snake, Small viper

2nd Level
Donkey
Eagle
Formian worker
Giant ant, worker
Hyena
Monstrous scorpion, Medium
Monstrous spider, Medium
Riding dog
Snake, Medium viper
Vulture†

3rd Level
Ashworm†
Bat swarm
Camel
Cheetah
Dire badger
Dire bat
Giant ant, soldier
Monstrous centipede, Large
Snake, Large viper

4th Level
Ankheg
Deinonychus
Dire jackal†
Giant ant, queen
Giant eagle
Giant owl
Monstrous spider, Large
Protoceratops†

5th Level
Dire vulture†
Formian, warrior
Lion
Locust swarm
Monstrous centipede, Huge
Monstrous scorpion, Large
Snake, Huge viper

6th Level
Diprotodon†
Dire lion
Giant stag beetle
Hippopotamus†
Megaraptor
Monstrous centipede, Gargantuan
Monstrous spider, Huge
Rhinoceros

7th Level
Elephant
Formian, taskmaster
Giant banded lizard†
Monstrous scorpion, Huge

8th Level
Dire tortoise†
Dunewinder†
Monstrous centipede, Colossal
Monstrous spider, Gargantuan
Triceratops
Tyrannosaurus

9th Level
Monstrous scorpion, Gargantuan
Monstrous spider, Colossal

† New monster described in Chapter 6.

or 1d4+1 1st-level creatures of the same kind.

SUMMON DESERT ALLY IV

Conjuration [Summoning]
Level: Druid 4, ranger 4
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY V

Conjuration [Summoning]
Level: Druid 5
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VI

Conjuration [Summoning]
Level: Druid 6
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VII

Conjuration [Summoning]
Level: Druid 7
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY VIII

Conjuration [Summoning]
Level: Druid 8
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUMMON DESERT ALLY IX

Conjuration [Summoning]
Level: Druid 9, Sand 9
Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon desert ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

SUNSTROKE

Necromancy
Level: Druid 1, sorcerer/wizard 1, Summer 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see page 13).

SURELIFE

Abjuration
Level: Repose 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level

This spell protects you against some condition—such as being immersed in boiling oil or buried under an avalanche—that would ordinarily cause certain death. You can protect yourself only against a natural occurrence or nonmagical condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). At the time of the casting, you must specify the condition against which you wish to protect yourself, and the spell is effective against only that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition, though the spell does not protect any items you carry. If you are still subject to the condition at the end of the spell's duration, you experience its full normal effects.

Material Component: An ointment of peach syrup and cinnabar.

SYMBOL OF THIRST

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 6, sorcerer/wizard 6, Thirst 6
Components: V, S, M
Casting Time: 10 minutes
Range: 0 ft.; see text
Target: One symbol
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *symbol of death* (see page 289 of the *Player's Handbook*), except that all creatures within 60 feet of a *symbol of thirst* are consumed by a terrible sense of thirst (as the *tormenting thirst* spell; see below) for 10 minutes per caster level.

Note: Magic traps, such as *symbol of thirst,* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of thirst* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of thirst.*

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

TORMENTING THIRST

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, sorcerer/wizard 3, Thirst 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills the subject with a terrible sense of thirst. Desperate and unable to focus on any other goal, it must drink as deeply as it can. The affected creature runs to the nearest body of water in sight, grabs and empties the closest container of water or liquor (even those carried by allies), or runs toward the nearest known source of water. No matter how much the subject drinks, the sensation of thirst is not quenched.

If denied the opportunity to quench its thirst, an affected creature flies into a rage similar to the barbarian class feature (see page 25 of the *Player's Handbook*). The subject attacks friend and foe alike in its quest to find water, though not necessarily with lethal force.

TRANSCRIBE SYMBOL

Abjuration
Level: Rune 8, sorcerer/wizard 8
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Magic symbol touched
Duration: 10 minutes or until discharged
Saving Throw: None
Spell Resistance: No

You place a protective spell upon your hand that allows you to touch an untriggered magic sigil (such as a *glyph of warding* or *symbol of death*), and even move it, without triggering it. To pick up the symbol in this manner, you must make a successful caster level check (DC 20 + spell level). Failure indicates that you trigger the magic sigil. If the check is successful, you transfer the sigil to your hand. You can then use a standard action to place it upon a surface of the sort on which it can normally be inscribed. The transferred sigil works normally thereafter and retains its original triggering conditions, although its new location might make those conditions difficult or impossible to achieve.

You can maintain the magic sigil on your hand as long as you concentrate, up to the duration of the spell. If your concentration lapses or the spell duration expires while the sigil is stored, it immediately triggers upon you (and only you), even if you would normally not meet its trigger conditions. The effect has the same saving throw and spell resistance aspects as the original sigil did. The only safe way to rid yourself of a stored sigil is to place it upon a suitable surface.

Focus: A piece of slate that is smooth on one side.

TRANSMUTE SAND TO GLASS

Transmutation [Earth]
Level: Druid 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms a mass of normal sand of any depth into solid glass permanently. Any creature in the sand is allowed a Reflex save to escape before the area is hardened to glass. Creatures unable to escape the area become trapped and must be broken out. A creature so caught can break free by making a Strength check to break the glass or by dealing damage to the glass. Glass has hardness 1, 1 hit point per inch of thickness, and a break DC of 12, +1 per inch of thickness. A creature partially caught in the glass takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, and is unable to move. When breaking glass, a creature takes 1d6 points of damage each time it makes a successful Strength check to break free. If broken free by others, the creature takes 1d6 points of damage from broken glass. A creature trapped beneath the surface of the glass may begin to suffocate (see page 304 of the *Dungeon Master's Guide*).

Arcane Material Component: A mixture of crushed glass and sand.

TRANSMUTE SAND TO STONE

Transmutation [Earth]
Level: Druid 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms a mass of sand of any depth into solid stone permanently. Any creature in the sand is allowed a Reflex save to escape before the area is hardened to stone. If the creature fails its save, it is entangled and can't move. It is not considered helpless, however, and it can break out by damaging the stone. Stone has hardness 8 and 15 hit points per inch of thickness. The creature can also make a Strength check to break free. The break DC is 20, +2 per inch of thickness of the stone.

Transmute sand to stone counters and dispels *transmute stone to sand*.

Arcane Material Component: Sand, dirt, and water.

TRANSMUTE STONE TO SAND

Transmutation [Earth]
Level: Druid 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell turns natural, uncut, or unworked stone of any sort into an equal volume of sand. If the spell is cast upon a boulder, for example, the boulder collapses into a heap of sand. Magical stone is not affected by this spell. The depth of the sand created cannot exceed 10 feet.

If *transmute stone to sand* is cast upon the ceiling of a cavern or tunnel, the sand falls to the floor and scatters in a pile 5 feet deep. For example, a 10th-level caster could convert twenty 10-foot cubes into sand. Piling on the floor, this sand would cover an area of forty 10-foot squares to a depth of 5 feet. The falling sand and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings generally have immunity to this spell, since *transmute stone to sand* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The sand remains until a successful *dispel magic* or *transmute sand to stone* spell restores its substance—though not necessarily its form.

Arcane Material Component: Sandstone and granite.

UNEARTHLY HEAT

Transmutation
Level: Sorcerer/wizard 5, Summer 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Your touch raises the effective body temperature of the target as though it were exposed to unearthly heat. Each round, the subject takes 1d6 points of lethal damage and 1d4 points of nonlethal damage. A creature can make a Fortitude save each round for the spell's duration to negate the damage. A creature that takes damage from the spell is fatigued (or exhausted if it is already fatigued). Partially protected creatures can reduce the effects and make Fortitude saves to avoid damage and fatigue each round (see Protection against Heat, page 14). A creature wearing heavy clothing or armor takes a –4 penalty on its save.

VITRIFY

Transmutation [Earth]
Level: Sand 7, sorcerer/wizard 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to one 10-ft. cube/5 levels (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms normal sand of any depth into crude glass. The sand is instantly heated to the melting point and then slowly hardens in its new form. Objects on or in the sand sink into the hot glass. A creature is allowed a Reflex save to escape before the area is changed. A creature that fails its save and that is unable to levitate, fly, or otherwise free itself sinks partway into the molten glass, reducing its speed to 5 feet and giving it a –2 penalty on attack rolls and to AC. Creatures of the earth subtype can move only 10 feet per round slower in molten glass. If a creature is only partially in the area (such as a Large or larger creature on the edge of the effect), it still takes full damage, but its speed is reduced only by half (instead of to 5 feet).

A creature caught in molten glass takes 10d6 points of fire damage on the first round. The transmuted material cools over a period of 10 rounds. Each round, the number of dice of damage the cooling glass deals is reduced by one, until it deals no damage. The glass is solid enough to trap creatures by the sixth round.

Creatures unable to escape the glass before it hardens become trapped and must be broken out. A creature so caught can break free by making a Strength check to break the glass or by dealing damage to the glass. Glass has hardness 1, 1 hit point per inch of thickness, and a break DC of 12, + 1 per inch of thickness. A creature partially caught in the glass takes a –2 penalty on attack rolls, a –4 penalty to Dexterity, and is unable to move. When breaking glass, a creature takes 1d6 points of damage each time it makes a successful Strength check to break free. If broken free by others, the creature takes 1d6 points of damage from broken glass. A creature trapped beneath the surface of the glass might begin to suffocate (see page 304 of the *Dungeon Master's Guide*).

Arcane Material Component: A small glass marble.

WALL OF MAGMA

Conjuration (Creation) [Earth, Fire]

Level: Cleric 5, druid 6, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of molten stone whose area is up to one 5-ft. square/level (S)

Duration: 1 min./level

Saving Throw: See text

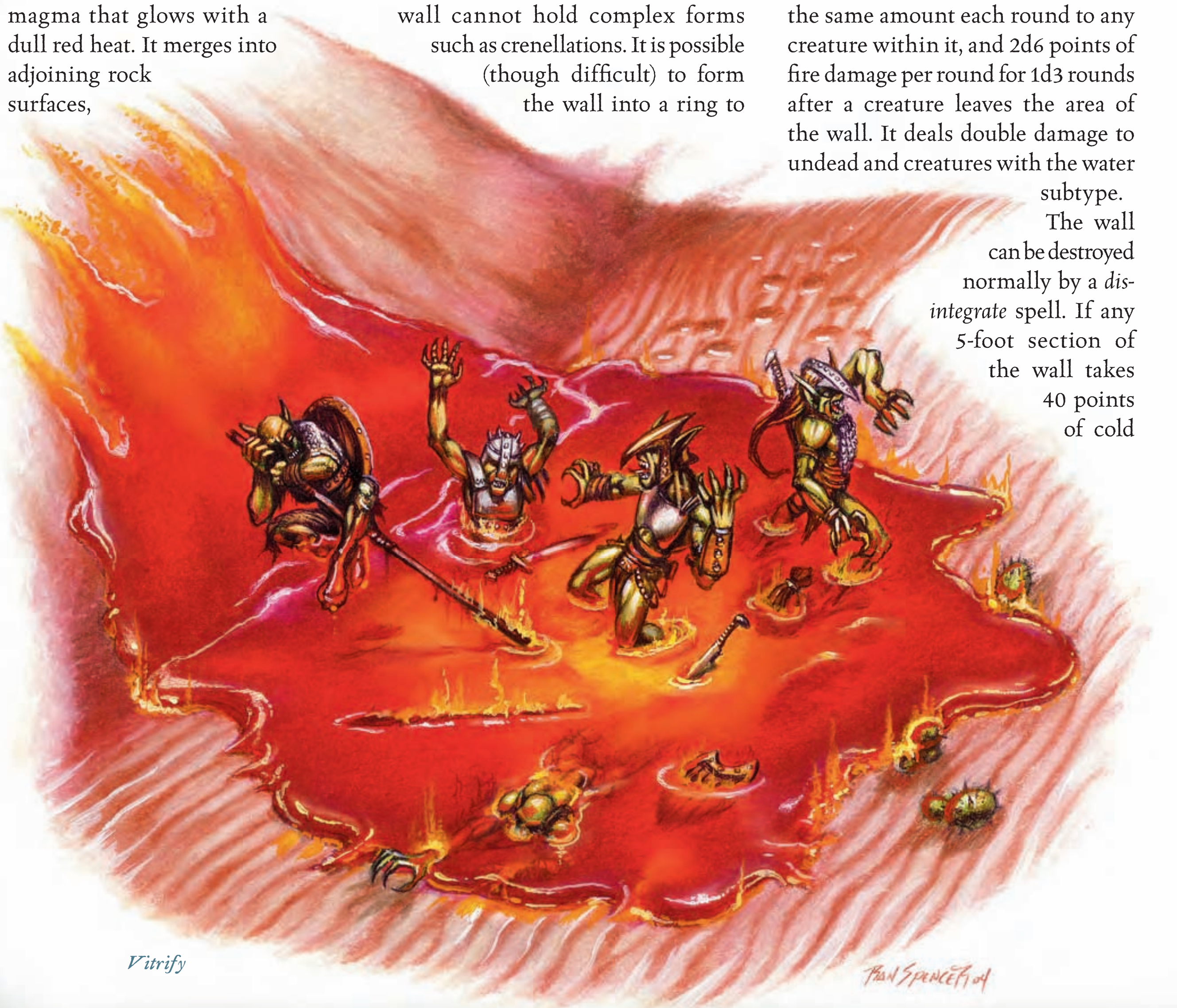
Spell Resistance: Yes

This spell creates a wall of thick magma that glows with a dull red heat. It merges into adjoining rock surfaces, melting the rock at the point of connection to form a smooth bond. The wall can seal off a passage or breach, but the intense heat causes flammable materials in contact with the *wall of magma* to catch fire instantly. A *wall of magma* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can shape a *wall of magma* into sheets and curves, but the molten wall cannot form domes or unsupported horizontal surfaces more than 5 feet across. The wall need not be vertical but must rest upon a firm foundation; it must merge with and be solidly supported by existing stone. The wall cannot hold complex forms such as crenellations. It is possible (though difficult) to form the wall into a ring to enclose creatures, but they can avoid this with successful Reflex saves.

The wall sends forth waves of heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those past 10 feet but within 20 feet. Unlike a *wall of fire*, both sides of a *wall of magma* radiate heat. Since it is molten, the wall cannot be broken as such, but an object or creature could force its way through. It costs 4 squares of movement to move through a square containing a *wall of magma*, but creatures of the earth subtype can pass through the wall at normal speed. A *wall of magma* deals 5d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to creatures passing through it, the same amount each round to any creature within it, and 2d6 points of fire damage per round for 1d3 rounds after a creature leaves the area of the wall. It deals double damage to undead and creatures with the water subtype.

The wall can be destroyed normally by a *disintegrate* spell. If any 5-foot section of the wall takes 40 points of cold



Vitrify

Illus. by R. Spencer

damage or more in a round, that section hardens into normal stone (hardness 8, 15 hit points per inch of thickness), which can then be chipped or broken as normal (DC 20 Strength check, +2 per inch of thickness). Do not divide cold damage by four, as normal for objects. Casting *create water* on the surface of a *wall of magma* creates a cloud of steamy fog that fills a cube with the dimensions of the length of wall affected. The fog dissipates after 10 minutes. Only the surface of the stone hardens; the wall is not cooled completely.

Wall of magma can be made permanent with a *permanency* spell. A permanent *wall of magma* that is chilled by cold damage stays solid for 10 minutes, then returns to its molten state.

Arcane Material Component: A small piece of pumice, obsidian, or other volcanic rock.

WALL OF SALT

Conjuration (Creation) [Earth]
Level: Cleric 4, druid 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Salt wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell creates a gleaming wall of salt crystal that merges into adjoining rock surfaces. The wall can seal off a passage or breach, or be used to construct new walls. A *wall of salt* is 1 inch thick per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can form a *wall of salt* into nearly any shape desired. The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm or as a ramp. If such a span is more than 20 feet long, the wall must be arched and buttressed, reducing the spell's area by half. For example, a 10th-level caster could create a salt span with a surface area of five 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth, by likewise reducing the area.

The wall can be destroyed normally by a *disintegrate* spell or by chipping and breaking. Each 5-foot square of the wall has 3 hit points per inch and hardness 2. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + 1 per inch of thickness. Directing a constant blast of water at a *wall of salt* (for example, a geyser from a *decanter of endless water*) dissolves the mineral, dealing 10 points of damage per minute (which hardness does not reduce).

It is possible, but difficult, to trap mobile opponents within or under a *wall of salt*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A crystal of rock salt.

WALL OF SAND

Conjuration (Creation) [Earth]
Level: Cleric 4, druid 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Sand wall whose area is up to one 10-ft. square/level (S)
Duration: 1 min./level (D)
Saving Throw: See text
Spell Resistance: No

You cause a flat, vertical wall of churning sand to spring up. The wall is 1 inch thick per caster level and covers up to a 10-foot square area per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

No form of physical attack can harm a *wall of sand* directly, but each 10-foot section has 2 hit points per inch of thickness for determining whether an attack passes through it. The wall reduces damage dealt by attacks that pass through it. It essentially absorbs damage, so attacks must deal more damage than the wall has hit points to have any effect on a target on the other side of the *wall of sand*. Breaches in the wall close immediately after the attack that made them passes through. The sand blocks line of effect for any fire spell. Creatures on the opposite side of the wall from an attack's origin have total concealment against that attack.

Moving through a *wall of sand* requires a Strength check (DC 10 + 1 per inch of thickness). Those who fail must stop in the space from which they attempted to enter the wall. Any creature that attempts to pass through a *wall of sand* must also make a Fortitude save or be blinded for 1d4+1 rounds. (Creatures without eyes are not subject to this effect.) A creature passing through the roiling wall does not leave a usable breach for others. All nonmagical flames are extinguished if carried through a *wall of sand*.

The spells *control sand* and *move earth* can breach and hold open a break in a *wall of sand*.

It is possible, but difficult, to trap mobile opponents within a *wall of sand*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

A *wall of sand* is treated like normal sand for the duration of the spell, so it can be affected by any spell or effect that affects sand, such as *transmute sand to stone* or *transmute sand to glass*. The wall still lasts only for its normal duration, even if its consistency changes.

A *wall of sand* can be made permanent with a *permanency* spell.

Arcane Material Component: A handful of sand.

WALL OF WATER

Conjuration (Creation) [Water]
Level: Cleric 4, druid 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall of water 1 ft. thick whose area is up to one 10-ft. square/level (S)
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You cause a vertical wall of swirling water to appear. You can double the area of the wall's effect by halving its thickness.

Any creature attempting to pass through a square occupied by a *wall of water* must make a Swim check (DC 14 + your spellcasting ability modifier) or become trapped in the water, unable to move. A creature trapped in this fashion can attempt another Swim check each round and might drown (see Drowning, page 304 of the *Dungeon Master's Guide*). If you conjure the wall so that it appears where creatures are, each creature must make a Swim check or become trapped; those that succeed can choose on which side they wish to emerge from the water. Any nonmagical flame is extinguished if carried through a *wall of water*.

Few forms of physical attack can harm a *wall of water* directly. Thrown weapons are ineffective through it, and attacks with other ranged weapons are made with a –2 penalty for every 5 feet of wall through which they must pass (in addition to normal range penalties; minimum penalty –2). A breach in the wall closes immediately after the attack that made it goes through. The water blocks line of effect for any fire spell. Creatures on one side of the wall have cover against those on the other side unless the creature making the attack is under the effect of *freedom of movement*.

If any 5-foot section of water takes 20 or more points of fire damage in a single round, that section evaporates into steamy fog that lasts for 1 minute. If any 5-foot section of wall takes 20 or more points of cold damage in 1 round, that length freezes for 10 minutes. Treat a frozen section as a *wall of ice* instead. In either instance, do not divide damage by four, as is normal for objects.

Control water can open and hold open a breach in a *wall of water*, so long as that spell can affect enough of the wall.

A *wall of water* can be made permanent with a *permanency* spell.

Arcane Material Component: A vial of water.

WASTE STRIDER

Transmutation
Level: Druid 1, ranger 1, Sand 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One touched creature/level
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can move through desert environments without hindrance, ignoring movement penalties and penalties on skill checks for all types of desert and waste terrain. This spell does not grant a subject immunity to other ill effects of waste environments, such as heat and sun.

WHISPERING SAND

Transmutation [Language-Dependent]
Level: Druid 3, sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: See text
Target: One creature/level
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

Sand, ash, or dust serves as a conduit for your conversation with other creatures in far-removed locales. You fix in your mind the identity of the creatures with whom you wish to communicate (you must know, have met, or know the name of the targets), and then speak. You know immediately which of the targets can respond, if any—if the targets possess the appropriate sandy focus (see below), or if the targets are located in areas of sand, dust, or ash, the spell functions; if not, it immediately ends. Barriers and distance are not a factor, as long as both you and the targets have the appropriate focus and are on the same plane. If contact is achieved, the sand whispers your messages back and forth for the duration of the spell, no matter your distance from each other, gleaning a message from a sound akin to wind on sand. The spell does not transcend language barriers.

Focus: At least 1 pound of sand, dust, or ash.

WITHER

Necromancy
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell drains moisture from the body of a living creature. The target takes 1d6 points of dessication damage per caster level (maximum 10d6) and is dehydrated (see page 15). A creature that makes a successful Fortitude save takes half damage and is not dehydrated. A plant or elemental of the water subtype instead takes 1d8 points of dessication damage per caster level (maximum 15d8).

Material Component: A pinch of powdered bone.

PSIONIC POWERS

The following powers supplement those described in the *Expanded Psionics Handbook*.

INCONSTANT LOCATION

Psychoportation (Teleportation)
Level: Psion/wilder 6, psychic warrior 6,
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute
Power Points: 11

You transport yourself around the battlefield, making it hard for your enemies to pin you down. At the beginning of your turn, as a swift action, you can teleport yourself to any other space to which you have line of sight, so long as that space is no farther than you could move in normal move action. (A swift action is a type of free action that you can take only once per round, on your turn.) You can bring along objects as long as their weight doesn't exceed your maximum load. This transport is instantaneous and does not provoke attacks of opportunity. Once you teleport, you can take your actions for the round normally. You do not have to adjust your location each round, but the duration counts down just the same.

Augment: For every additional power point you spend, the duration of this power is extended for 1 round.

PSYCHIC SCIMITAR

Psychometabolism
Level: Psion/wilder 2
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One psychic blade
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

A wraithlike, glowing scimitar shaped from your psychic might materializes and moves as you desire, allowing you to attack enemies or deliver low-level touch powers at a distance. Upon manifesting the power, you lose 2 Intelligence points that return when the power ends (even if it is negated), but not if the scimitar is destroyed. In this latter case, treat the lost Intelligence points as ability damage.

You can use a *psychic scimitar* to attack enemies at a distance. Attacks with a *psychic scimitar* are melee touch attacks that deal 1d6 points of damage. Since the blade is immaterial, your Strength modifier does not apply to the damage even if you wield the blade in your hand. If you wield the scimitar in your hand, you are treated as proficient even if you ordinarily lack proficiency with the scimitar. Other creatures cannot wield a *psychic scimitar*. The power gives you a +2 bonus on your melee touch attack roll, and attacking with a *psychic scimitar* counts normally as an attack. A *psychic scimitar* always strikes from your direction. The blade cannot flank targets as a creature can. The blade is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and a base AC of 22. Your Intelligence modifier applies to the blade's AC as if it were the scimitar's Dexterity modifier. A *psychic scimitar* has 4 hit points.

Alternatively, any power of 4th level or lower with a range of touch that you manifest can be delivered if you make a successful attack with a psychic scimitar. After it delivers a power, or if the blade goes beyond the power range or goes out of your sight, the blade returns to you and hovers there until given further direction.

Augment: For every 2 additional power points you spend, your *psychic scimitar* deals an extra 1 point of damage.

EPIC SPELLS

Epic-level characters can choose spells from among those presented below.

BEAST OF A THOUSAND LEGS

Evocation
Spellcraft DC: 132
Components: V, S, XP
Casting Time: 10 minutes
Range: 0 ft.
Area: 2-mile-radius emanation
Duration: 20 hours
Saving Throw: None (see text)
Spell Resistance: No
To Develop: 1,152,000 gp; 24 days; 46,080 XP. Seed: *energy* (*weather*) (DC 25). Factors: produce multiple tornados (ad hoc ×10 DC). Mitigating factors: burn 10,000 XP (–100 DC), increase casting time by 9 minutes (–18 DC).

You manipulate the atmosphere to create a terrible, roiling storm from which tornados sprout randomly and writhe across the land. The storm forms over the course of 10 minutes after the spell is cast. At any time, ten tornados are active in the storm, and each tornado is 150 feet across. A particular tornado touches the ground for 1d6×10 minutes; when this duration expires, another tornado appears at a random location elsewhere within the storm. See page 95 of the *Dungeon Master's Guide* for details on the effects of tornado-force winds.

XP Cost: 10,000 XP.

DIRE DROUGHT

Evocation [Fire]
Spellcraft DC: 319
Components: V, S, XP
Casting Time: 1 minute
Range: 1,000 ft.
Area: 1,000-foot-radius emanation
Duration: 20 hours
Saving Throw: None
Spell Resistance: No
To Develop: 2,871,000 gp; 58 days; 114,840 XP. Seed: *energy* (emanate

2d6 heat in 10-ft. radius) (DC 19). Factor: 100 times increase in base area (+400 DC). Mitigating factor: burn 10,000 XP (–100 DC).

You call forth the heat and drought of the deep desert. The creature or object you target emanates heat to a radius of 1,000 feet for 20 hours. The emanated heat deals 2d6 points of dessication damage per round to unprotected creatures, or 2d8 points to plants or elementals with the water subtype (the target is susceptible if not magically protected or otherwise resistant to energy). The intense heat evaporates water from the soil, killing ordinary plant life. The difference in temperature from the surrounding area causes a strong wind, which blows the soil away and produces a duststorm within the area (see Sandstorms, page 16). Creatures damaged by this spell are dehydrated.

Dire drought counters and dispels *dire winter* (*dire drought* is also countered and dispelled by *dire winter*; see that spell description on page 76 of the *Epic Level Handbook*).

XP Cost: 10,000 XP.

GLOBAL WARMING

Evocation [Fire]
Spellcraft DC: 150
Components: V, S, Ritual, XP
Casting Time: 10 minutes
Range: 0 ft.
Area: 100-mile-radius emanation
Duration: Permanent
Saving Throw: None
Spell Resistance: No
To Develop: 900,000 gp; 18 days; 36,000 XP. Seed: *energy* (*weather*) (DC 25). Factors: 50 times increase in base area (+200 DC), permanent duration (×5). Mitigating factors: increase casting time by 9 minutes (–18 DC), eleven additional casters contributing 9th-level spell slots (–187 DC).

You increase the temperature of the region, drying up water and baking the soil within a 100-mile-radius area. 10 minutes after the spell is cast, the temperature band increases to warm or by one step (see page 12), whichever produces the hotter result. Open water and moisture in soil and plants evaporates, creating desert conditions that last until *global warming* is dispelled. If the region was ice-covered, the snow and ice melt rapidly, which might result in flooding.

Global warming counters and dispels *ice age* (described in the *Frostburn* supplement).

This is a ritual spell requiring eleven other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.

XP Cost: 5,000 XP.

VOLCANO

Conjuration (Creation) [Earth, Fire]
Spellcraft DC: 56
Components: V, S, XP
Casting Time: 1 day, 11 minutes
Range: 0 ft.
Area: Volcanic cone (500 ft. tall and 500 ft. wide)
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No
To Develop: 504,000 gp; 11 days; 20,160 XP. Seed: *conjure* (21), *energy* (DC 25). Factors: change area to 40-ft. cone (+2 DC), increase area by 1250% (+50 DC). Mitigating factors: burn 2,000 XP (–20 DC), increase casting time by 1 day and 10 minutes (–22 DC).

You raise a small volcano. The new volcano is active, drawing magma from deep within the ground, spewing lava and smoke into the air. Its base is roughly circular and about 500 feet across, and the cone tapers to a crater about 500 feet up.

XP Cost: 2,000 XP.

MAGIC ITEMS

Magic items exist that can withstand, protect from, emulate, or channel the waste. This section provides descriptions of such objects. New spells found in this book are marked with a superscript dagger (†). Unless otherwise noted, other referenced spells are found in the *Player's Handbook*.

ARMOR AND SHIELD SPECIAL ABILITIES

The following armor and shield special abilities supplement those in Chapter 7 of the *Dungeon Master's Guide*.

Cool: This special ability can be placed only on a suit of armor. The suit's wearer does not take the normal –4 penalty on Fortitude saves to resist the effects of hot environments.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *endure elements*; Price +2,400 gp.

Dessication Resistance: This special ability can be placed only on a suit of armor. The armor absorbs the first 10 points of dessication damage per attack that the wearer would normally take.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *protection from dessication*†; Price +9,000 gp.

Scorpion Carapace: This special ability can be placed only on a suit of armor. A favorite of many desert fighters, this suit of armor contains the essence of and has a visual resemblance to a desert scorpion. The wearer gains the benefit of the Scorpion's Resolve and Scorpion's Sense feats (see page 53).

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, Scorpion's Resolve and Scorpion's Sense or *resistance*, and creator must be 12th level; Price +32,000 gp.

WEAPON SPECIAL ABILITIES

The following weapon special abilities supplement those in Chapter 7 of the *Dungeon Master's Guide*.

Desiccating: A desiccating weapon destroys the water in a living creature that it strikes. Upon command, it is surrounded by a glow like the desert sun, which does not harm the wielder. A desiccating weapon deals an extra 1d6 points of dessication damage (1d8 points against plants and elementals of the water subtype). Bows, crossbows, slings, and other projectile weapons so crafted bestow the desiccating effect on their ammunition.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *desiccate*†, *wither*†, or *horrid wilting*; Price +2 bonus.

Desiccating Burst: A desiccating burst weapon functions as a desiccating weapon that also explodes with a dehydrating blast upon striking a successful critical hit. The burst does not harm the wielder. In addition to the dessication damage from the desiccating ability (see above), a desiccating burst weapon deals an extra 1d10 points of dessication damage on a successful critical hit (2d8 points against plants and elementals of the water subtype). If the weapon's critical multiplier is ×3, add an extra 2d10 points of dessication damage instead, and if the multiplier is ×4, add an extra 3d10 points of dessication damage (4d8 and 6d8 points, respectively, against plants and elementals of the water subtype). Bows, crossbows, slings, and other projectile weapons so crafted bestow the desiccating burst effect on their ammunition. Even if the desiccating ability is not active, the weapon still deals its extra dessication damage on a successful critical hit.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *desiccate*†, *wither*†, or *horrid wilting*; Price +3 bonus.

Duststorm: This special ability can be placed only on a melee weapon. Three times per day, the wielder of a duststorm weapon can use it to activate *haboob*†, as the spell. The wielder has immunity to the effect. To cast the spell, the wielder must take a full-round action to swing the weapon about in circles, provoking attacks of opportunity.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *freedom of breath*† and *haboob*†; Price +3 bonus.

Specific Weapon

The following specific weapon is usually constructed with exactly the qualities described here.

Lash of the Sands: This *+2 desiccating burst whip* is formed of permanently stabilized shapesand. It is twice as heavy as a normal whip and deals lethal damage, which is effective even against opponents in armor. The whip can also entangle an opponent that it hits, as an *animate rope* spell (caster level 12th). The entangled opponent takes 1d6 points of dessication damage per round it remains entangled.

Table 5–1: New Magic Items

Armor Special Abilities	Cost
Cool	+2,400 gp
Dessication resistance	+9,000 gp
Scorpion carapace	+32,000 gp

Weapon Special Abilities	Cost
Desiccating	+2
Desiccating burst	+3
Duststorm	+3

Specific Weapon Descriptions	Cost
Lash of the Sands	56,400 gp

Rings	Cost
Sandstriding	10,000 gp
Sandform	24,000 gp
Blazing sun	135,000 gp

Rods	Cost
Sand repelling	60,000 gp

Staffs	Cost
Nomads	49,500 gp
The pharaoh	82,901 gp
The sands	79,890 gp
Withering thirst	91,880 gp

Wondrous Items	Cost
Replenishing skin	1,000 gp
Lamp of stars	1,100 gp
Portable fountain	1,800 gp
Portable shade	2,000 gp
Slashing sand	2,000 gp
Sandals of the shifting sand	2,500 gp
Sand painting, mandala of peace	2,880 gp
Thirsty sand	3,000 gp
Sand painting, travelers' oasis	4,000 gp
Opal of tunneling	6,350 gp
Ashworm pellet	6,825 gp
Goggles of the desert	8,250 gp
Figurine of wondrous power, ivory camel	8,500 gp
Cloak of garden shade	10,000 gp
Everfresh bottle	10,000 gp
Burnoose of 1,001 thorns	10,080 gp
Figurine of wondrous power, gold beetle	11,500 gp
Waterskin of deluge	12,350 gp
Veil of allure	14,000 gp
Cloak of sandswimming	15,000 gp
Gloves of sand shaping	15,000 gp
Bottle of endless sand	16,200 gp
Glove of choking sands	16,200 gp
Personal oasis	18,600 gp
Tovar's instant well	23,500 gp
Cape of the wastes	30,000 gp
Burnoose of moonless nights	33,000 gp
Glass of distance	52,200 gp
Jug of whirlwinds	64,800 gp
Lens of the desert	66,000 gp
Folding sand vessel	100,000 gp
Mask of sweet air	147,000 gp

Special Material	Cost
Kheferu	×2

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *animate rope* and *desiccate*†, *wither*†, or *horrid wilting*; Price 56,400 gp; Cost 28,400 gp + 2,256 XP.

RINGS

The following rings supplement those appearing in Chapter 7 of the *Dungeon Master's Guide*.

Blazing Sun: This ring is made of polished fire opal and is always very warm to the touch, as though it has been lying in the sun for several hours. The wearer gains the fire subtype while wearing the ring.

Strong transmutation; CL 15th; Forge Ring, *mantle of the fiery spirit*†; Price 135,000 gp.

Sandform: On command, this sandstone ring allows the wearer to take the form of living sand, as the *sandform*† spell. The wearer can remain in sandform for up to 10 minutes per day, and the duration need not be consecutive rounds or minutes.

Moderate transmutation; CL 10th; Forge Ring, *sandform*†; Price 24,000 gp.

Sandstriding: This brass ring has the shape of a coiled rattlesnake. The wearer gains the benefit of the Sandskimmer feat (see page 52).

Faint transmutation; CL 3rd; Forge Ring, creator must have the Sandskimmer feat or the innate ability to move easily through sand; Price 5,000 gp.

RODS

The following rod supplements those appearing in Chapter 7 of the *Dungeon Master's Guide*.

Sand Repelling: This clear glass rod forces sand, dust, ash, grit, and similar loose soils away in a 10-foot-radius sphere. This ability functions on command. The user can travel through sand and loose soil as the rod pushes the material away. Breathing is not a problem as long as the surrounding area is not poisonous or a vacuum. It cannot keep duststorms at bay, but it does protect against any of the effects of the suspended grit in the storm (such as nonlethal damage and potential suffocation).

Strong abjuration; CL 15th; Craft Rod, *wind wall*; Price 60,000 gp.

STAFFS

The following staffs supplement those appearing in Chapter 7 of the *Dungeon Master's Guide*.

Nomads: A simple, wooden staff with a pronounced bend at the top, this item appears to be nothing more than a shepherd's crook. It allows the use of the following spells:

- *Cloak of shade*† (1 charge)
- *Locate water*† (1 charge)
- *Hydrate*† (1 charge)
- *Find the path* (2 charges)

Strong divination; CL 12th; Craft Staff, *find the path, cloak of shade*†, *locate water*†, *hydrate*†; Price 49,500 gp.

The Pharaoh: This staff is covered in gold leaf, giving it a metallic sheen. The head forms a large hook, open in the center. It allows the use of the following spells:

- *Cause fear* (1 charge)
- *Summon monster IV* (a celestial or fiendish snake, Huge viper only) (1 charge)
- *Lightning bolt* (1 charge)
- *Control weather* (2 charges)

Strong transmutation; CL 13th; Craft Staff, *cause fear, control weather, lightning bolt, summon monster IV*; Price 82,901 gp.

The Sands: A clear glass sphere half filled with dust tops this staff of fused and vitreous sand. It allows use of the following spells:

- *Blast of sand*† (1 charge)
- *Haboob*† (1 charge)
- *Flaywind burst*† (2 charges)
- *Sandstorm*† (2 charges)

Strong conjuration; CL 12th; Craft Staff, *sandstorm*†, *flaywind burst*†, *blast of sand*†, *haboob*†; Price 79,890 gp.

Withering Thirst: This horrid staff is crafted from the mummified limb of a creature that died of thirst. It allows use of the following spells:

- *Desiccate*† (1 charge)
- *Wither*† (2 charges)
- *Dispel water*† (2 charges)
- *Mass desiccate*† (2 charges)
- *Horrid wilting* (3 charges)

Strong necromancy and abjuration; CL 15th; Craft Staff, *desiccate*†, *dispel water*†, *horrid wilting, mass desiccate*†, *wither*†; Price 91,880 gp.

WONDROUS ITEMS

The following wondrous item supplement those in Chapter 7 of the *Dungeon Master's Guide*.

Ashworm Pellet: This item is a roughly spherical bead of volcanic scoria, about 1 inch across. When thrown upon the ground, the pellet grows into an ashworm (see page 140). This action consumes the pellet and takes 1 full round to fully form. *Disintegrating* the pellet or dealing it at least 50 points of damage during that time prevents the ashworm from appearing.

The ashworm remains for 10 minutes. It is an average specimen in all regards. It serves the user until it is slain or the duration ends (it can obey only simple commands).

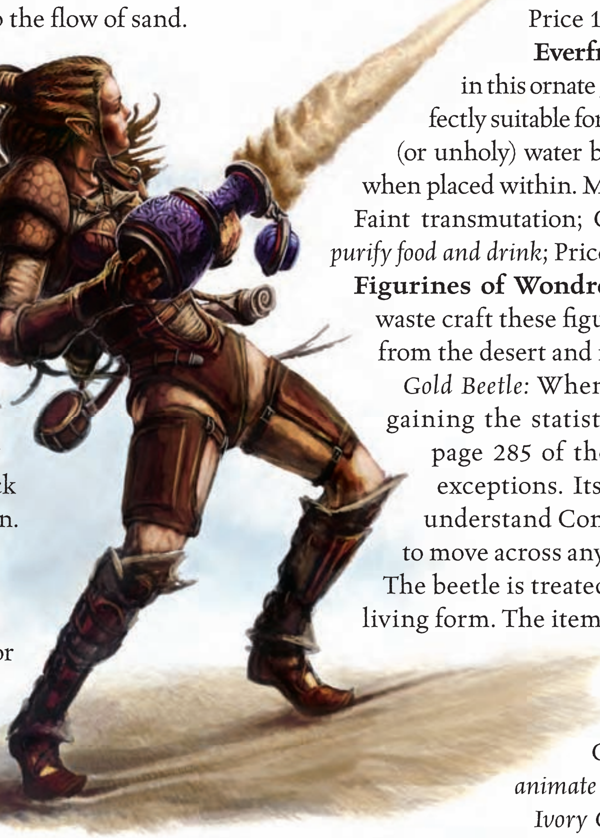
Strong conjuration; CL 13th; Craft Wondrous Item, *summon nature's ally VII*; Price 6,825 gp.

Bottle of Endless Sand: If the stopper is removed from this opaque glass bottle and a command word spoken, an amount of fine, dry sand flows out. Separate command words determine the type as well as the volume and velocity.

- "Heap" pours out 1 cubic foot per round.
- "Dune" produces a 20-cubic-foot pile at 5 cubic feet per round.

- "Sandblast" produces a spray of sand dealing 1d6 points of damage per round. This effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked prone. A sandblast can affect only one target per round. The command word must be spoken to stop the flow of sand.

Moderate conjuration; CL 9th; Craft Wondrous Item, *blast of sand*; Price 21,600 gp; Weight 2 lb.



Bottle of endless sand

Burnoose of Moonless Nights: This black burnoose seems like an ordinary desert robe. Three times per day, in darkness or shadowy illumination, the wearer can draw up the hood to gain total concealment. Unlike ordinary invisibility, the wearer can attack without revealing her location. The burnoose does not work in bright light, and such light reveals a wearer within its area. Each use of the burnoose lasts for 10 rounds.

Moderate illusion; CL 10th; Craft Wondrous Item, *greater invisibility*; Price 33,000 gp.

Burnoose of 1,001 Thorns: Once per day, the wearer of this robe can utter a command word, causing the burnoose to harden and sprout hundreds of sharp thorns. For 70 minutes thereafter, the wearer is the subject of a *skin of the cactus* spell.

Moderate abjuration; CL 7th; Craft Wondrous Item, *skin of the cactus*; Price 10,080 gp.

Cape of the Wastes: This bizarre garment appears to be made of sand, although it is soft and light. Its wearer remains comfortably cool in hot weather up to extreme heat, making no Fortitude saves or Constitution checks to resist natural heat effects. The cape keeps its wearer comfortably warm, as the *endure elements* spell, similarly negating the need for saves or checks against natural cold effects. Finally, the wearer gains the benefit of the Sand Camouflage feat (see page 51).

Faint abjuration; CL 5th; Craft Wondrous Item, Sand Camouflage, *endure elements*; Price 30,000 gp.

Cloak of Garden Shade: The wearer of this deep green cloak is treated as if under the effect of a *cloak of shade* spell.

Faint abjuration; CL 5th; Craft Wondrous Item, *cloak of shade*; Price 10,000 gp.

Cloak of Sandswimming: This rust-red cloak is made of slick satin. The wearer's body becomes smooth and slick like an asherati's, granting a +2 enhancement bonus to natural armor. The wearer can also use the sandswim ability of the asheratis (see page 38).

Faint transmutation; CL 3rd; Craft Wondrous Item, *barkskin*, creator must be an asherati; Price 15,000 gp; Weight 1 lb.

Everfresh Bottle: Any water contained in this ornate glass bottle is always pure and perfectly suitable for drinking. Even poisons and holy (or unholy) water become ordinary drinking water when placed within. Magic potions are unaffected.

Faint transmutation; CL 5th; Craft Wondrous Item, *purify food and drink*; Price 10,000 gp.

Figurines of Wondrous Power: Inhabitants of the waste craft these figurines from inspiration they get from the desert and its trials.

Gold Beetle: When activated, a *gold beetle* grows, gaining the statistics of a giant stag beetle (see page 285 of the *Monster Manual*) with some exceptions. Its Intelligence is 6, it is able to understand Common and Terran, and it is able to move across any waste terrain at normal speed. The beetle is treated as a magical beast when in its living form. The item can be used for up to 24 hours per week, but the duration need not be continuous.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects, levitate*; Price 11,500 gp.

Ivory Camel: When commanded, this statuette changes into a creature with the same properties as a dromedary camel (see page 192), except that it has an Intelligence of 8, can communicate in Common, and is exceptionally heat-tolerant. It has a +4 bonus on saves to resist heat and dehydration, and it is unaffected by sun glare. The item can be used for up to 12 hours per week, but the duration need not be continuous.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 8,500 gp.

Folding Sand Vessel: This fine, wooden box is 12 inches long, 6 inches wide, and 6 inches deep. It can hold items like any other box. If a command word is spoken, the box unfolds itself to form a sand skiff (see page 104) over the course of 1 round. Items in the box are deposited, unharmed, on the ground. A second command word causes it to unfold into a sand schooner (see page 104) over the course of 5 rounds. A third word of command causes the vessel to fold itself into a box again, taking the same amount of time as unfolding.

Strong transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*, creator must have 5 ranks in the Craft (shipbuilding) skill; Price 100,000; Weight 4 lb.

Glass of Distance: This fine spyglass can be used to see up to ten miles away. While looking into the distance, a

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user can speak a command word to instantly transport to an adjacent square of an object or creature he can see. If the spyglass is reversed, a user looking through the large end can speak a command word to transport an adjacent creature or object to a distance of up to ten miles away. More than one object or creature can be transported, so long as each is in physical contact with another. A *spyglass of distance* can be used to teleport a creature only once per day, regardless of direction.

Moderate conjuration and divination; CL 9th; Craft Wondrous Item, *teleport*, *scrying*; Price 52,200 gp; Weight 1 lb.

Glove of Choking Sands: This seemingly ordinary leather glove allows the wearer to choke a target, as with the *choking sands* spell, on command, once per day.

Moderate necromancy; CL 9th; Craft Wondrous Item, *choking sands*†; Price 16,200 gp.

Gloves of Sand Shaping: These lizardskin gloves confer sand shaping ability as if the wearer possessed the Sand domain's granted power (see page 107).

Moderate transmutation; CL 10th; Craft Wondrous Item, creator must have access to the Sand domain; Price 15,000 gp.

Goggles of the Desert: The lenses of these goggles are all black, except for thin horizontal strips just over the wearer's eyes. They protect a wearer from the effects of glare (see page 18) and grant a +4 bonus on saving throws against dazzling effects, such as *flare*. The goggles enable the wearer to see up to 60 feet without penalty in duststorm conditions.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *cloak of shade*†, *darkvision*; Price 8,250 gp.

Jug of Whirlwinds: This item is a beaten silver amphora, stoppered by a silver plug engraved with runes of protection. Once per day, when the user speaks a command word and opens the jug, a *whirlwind* (as the spell) emerges. The user directs the *whirlwind*, which lasts for 15 rounds unless dismissed.

Strong evocation; CL 15th; Craft Wondrous Item, *whirlwind*; Price 64,800 gp; Weight 5 lb.

Lamp of Stars: This item appears to be an ordinary oil lamp, decorated with a pattern of tiny stars. Once per day, the bearer of the lamp can utter a command word, causing the flame to flicker out and be replaced by magical starlight. The lamp then sheds blue-white light in a 30-foot radius (and shadowy light for an additional 30 feet). Creatures with low-light vision can see three times as far in this light, instead of just twice as far. The starlight lasts until the lamp runs out of oil after 6 hours, at which point both the starlight and the lamplight are extinguished. Refilling the lamp with oil allows the magic to be used once again.

Faint evocation; CL 3rd; Craft Wondrous Item, *light*; Price 1,100 gp.

Lens of the Desert: This magnifying glass, its gold frame worked with a sunburst motif, can be commanded to create a beam of focused sunlight. Three times per day, on command, the lens emits a single beam like that produced by a *sunbeam* spell.

Strong evocation; CL 13th; Craft Wondrous Item, *sunbeam*; Price 66,000 gp.

Mask of Sweet Air: This clear crystal mask fits snugly over the mouth and nose. Its wearer can breathe freely in air fouled by smoke, dust, and fumes without fear of suffocation. The wearer gains immunity to airborne stench attacks or poisons, such as the stench of a troglodyte or the effect of *cloudkill*. In addition, a *mask of sweet air* grants continuous *water breathing*.

Moderate abjuration, conjuration, and transmutation; CL 7th; Craft Wondrous Item, *freedom of breath*†, *neutralize poison*, *water breathing*; Price 147,000 gp.

Opal of Tunneling: This black opal bead is about the size of a large pearl. When thrown against a surface, the bead explodes in a red flash and melts a hole into the material, forming a lava tube 10 feet wide and up to 30 feet long. The hot tunnel walls deal 1d6 points of fire damage per round of contact. Edges of the lava tube glow with this heat for 1 minute, after which time the new tunnel is safe for unprotected creatures to enter.

An *opal of tunneling* works only on rock and similar materials (such as crystal, salt, and so on). It does not damage a living creature, nor does it penetrate wood. However, a creature within the 10-foot-diameter sphere of the bead's explosion takes 2d6 points of fire damage from the blast.

Strong conjuration and transmutation; CL 13th; Craft Wondrous Item, *disintegrate*, *wall of magma*†; Price 6,350 gp.

Personal Oasis: Once per day, when this 10-foot-by-10-foot blanket is unrolled, and the command word spoken, a 5-foot-by-10-foot tent springs from the blanket, along with a campfire, a bowl of dates, and a gallon of cool water. The tent functions in all ways, aside from its dimensions, as *Leomund's tiny hut*. The campfire burns continuously, never needing fuel, and the dates are enough to sustain one person for a day. Upon speaking the command word again, the oasis rolls back up into blanket form.

Faint conjuration and evocation; CL 5th; Craft Wondrous Item, *create food and water*, *Leomund's tiny hut*, *produce flame*; Price 18,600 gp.

Portable Fountain: When it is placed on the ground and a command word spoken, this palm-sized, jade chrysanthemum expands to become a fountain, gushing fresh water from its center into a spacious basin. The fountain occupies a 5-foot square. It can be used once per day, producing 10 gallons of water. The fountain reverts to its portable form when all the water has been removed from its basin.

Faint conjuration; CL 5th; Craft Wondrous Item, *create water*; Price 1,800 gp.

Portable Shade: This circle of black silk is 3 feet in diameter, but it can be folded up into the size of a handkerchief. When unfolded, a *portable shade* floats into the air and hovers over the user's head, moving as the user does but no more than 30 feet per round. It automatically tilts to block the sun's rays, providing all the benefits of a parasol (see page 100), but leaving the user's hands free for combat or spellcasting. Folding up a *portable shade* (a move action) ends its effect.

Faint evocation; CL 1st; Craft Wondrous Item, *Tenser's floating disk;* Price 2,000 gp.

Replenishing Skin: This unremarkable waterskin is made from the hide of a camel. Whenever the skin becomes empty, it slowly refills with pure water over a period of 1d4 hours. Smaller quantities of water can be drained from the skin after a shorter time.

Faint conjuration; CL 1st; Craft Wondrous Item, *create water;* Price 1,000 gp.

Sand Painting: These clear glass bottles of varying shapes contain layers of colored sand that form patterns when poured onto the ground or on a floor. A DC 15 Craft (painting) or Craft (sculpture) check is required to produce the effect successfully. Pouring the sand provokes attacks of opportunity. If the sand is disturbed while being poured, the effect is spoiled and that bottle is wasted. Once a sand painting has been poured from its bottle, it cannot be used again.

Mandala of Peace: This conical bottle contains swirling, rainbow-colored sand. As a full-round action, the user can pour the sand into an ornate circular pattern with a 10-foot radius, producing a *lesser globe of invulnerability* and an area of *silence* within that area. The *lesser globe of invulnerability* lasts for 12 rounds, and the *silence* lasts for 12 minutes.

Strong abjuration and illusion; CL 12th; Craft Wondrous Item, *lesser globe of invulnerability, silence;* Price 2,880 gp; Weight 2 lb.

Travelers' Oasis: This spherical bottle is filled with a layer of green sand on top of a layer of blue sand. It takes 5 minutes to pour out the sand, over an area of up to 400 square feet, in the shape desired. When the pattern is complete, the marked area becomes a shaded oasis containing small date palms and a spring of pure water. The oasis persists for 24 hours and supplies enough food and water for up to thirty-six Medium creatures or twelve Large creatures.

Strong conjuration; CL 12th; Craft Wondrous Item, *create food and water, major creation;* Price 4,000 gp; Weight 2 lb.

Sandals of the Shifting Sands: These plain sandals enable the wearer to travel across sand and sand crust at his normal speed, without breaking through sand crust and leaving no tracks. The wearer is also cooled as if protected by *endure elements.*

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace, endure elements, pass without trace;* Price 2,500 gp; Weight 1 lb.

Slashing Sand: This handful of glittering dark sand is typically stored in a small sack. When flung on the ground, it covers an area of up to 200 square feet with razor-sharp obsidian shards that produce a *spike stones* effect that lasts for 10 hours.

Moderate transmutation; CL 10th; Craft Wondrous Item, *spike stones;* Price 2,000 gp.

Thirsty Sand: This sand looks like gritty volcanic ash. When sprinkled on a body of water (or a solution in water), *thirsty sand* soaks up the liquid and stores it. Each grain can absorb up to 1 gallon of water, thereafter covering a 1-foot cube and weighing about 24 pounds. When a command word is spoken, the water is released again and the sand becomes nonmagical.

An area of water-laden *thirsty sand* is a mud bog. It costs 2 squares of movement to enter a square containing the mud, and the DC of Tumble checks in that area increases by 2. If the water is not released from the sand within 4 hours, it cannot be released and the material dries into normal, sandy soil over a period of days.

Releasing the water can be hazardous, depending on the volume absorbed. It rapidly fills a depression or pit and might be deep enough to present a drowning hazard, depending on the dimensions of the volume filled. Releasing 10,000 gallons or more at once produces a *flashflood*† effect that lasts for 1 round per 10,000 gallons.

Thirsty sand is usually packaged in a vial containing 1,000 grains.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water, transmute rock to mud;* Price 3,000 gp.

Tovar's Instant Well: This item is a foot-long copper pipe that, when set into the ground and activated with a command word, transforms into a well that produces potable water. The lower end of the tube widens and lengthens, probing into the ground until it finds a reliable water source. The protruding end becomes a pump. The pump springs up in just 1 round, but it might be several minutes before water begins to flow, depending on the distance of the source. Speaking a second command word deactivates the well, returning the item to its pipe form.

Strong transmutation and divination; CL 15th; Craft Wondrous Item, *locate water, polymorph any object;* Price 23,500 gp.

Veil of Allure: This diaphanous veil has two effects. The DC to resist the wearer's enchantment spells increases by 2. Also, the DC to resist Charisma-based supernatural abilities used by the wearer also increases by 2.

Faint enchantment; CL 5th; Craft Wondrous Item, *eagle's splendor;* Price 14,000 gp.

Waterskin of Deluge: Once per week, the bearer of this blue leather waterskin can remove the stopper and squeeze the container, releasing a deluge of water identical to a *flashflood*† spell. Removing the stopper at any other time produces no effect at all, though the skin can be used to store water. If a *waterskin of deluge* is destroyed, it releases one last *flashflood*, in the direction from which the damage that destroyed it came.

Strong conjuration; CL 15th; Craft Wondrous Item, *flashflood*†; Price 12,350 gp.

INTELLIGENT ITEMS

The following intelligent items supplement those appearing in Chapter 7 of the *Dungeon Master's Guide*.

Dance Masks of the Great Mother: The bhukas believe that the spirit children of their mother deity Kikanuti travel the world and visit her earthly children. At festival times, bhuka shamans don these ritual masks and are possessed by the intelligence that rests in them. Possession lasts until the shaman is overcome by exhaustion and loses consciousness. The mask is then removed and reverently stored away until the next festival. Generally, each bhuka village is the guardian of one mask, and they are all brought to a grand dance held by all the villages. Each mask takes the same body slot that a helmet or headband would. Some examples are given below.

Moon Owl: This feathered headdress resembles the head of the totemic animal after which it is named. Moon Owl represents the night sky, the cool resting time of the desert, as well as vigilance and wisdom. The mask's purpose is to defend the children of Kikanuti from their enemies. When the dancer puts it on, she allows the item's Ego to overwhelm her and use its powers to first detect then travel to and destroy the closest hostile creature. The possession continues until the wearer is slain in combat or returns victorious, at which time she collapses unconscious. If the wearer is slain, the *moon owl* mask teleports back to its village.

Int 12, Wis 18, Cha 18; Speech, telepathy, read languages, *read magic*, 120 ft. darkvision, blindsense, and hearing; Ego score 23.

Lesser Powers: Bless 3/day, *cure moderate wounds* 3/day. Mask has 10 ranks in Listen (total modifier +14).

Greater Powers: Locate creature 3/day, *teleport* 2/day.

Special Purpose: Defend the bhukas.

Dedicated Power: Cast 15d6 *greater shout* 3/day.

Strong varies; CL 17th; Craft Wondrous Item, *miracle*, creator must be a bhuka; Price 256,000 gp.

Corn Child: This high, conical mask is intricately decorated with dried corn kernels of different colors. Corn Child is the bringer of plenty, the closest of Kikanuti's children to the bhukas. When the dancer puts it on, he lets the item's Ego overwhelm him and use its powers to enrich the crops, purify the water, and provide a feast to all participants. The possession continues until the wearer has gorged himself on food and drink and has blessed all the surrounding fields, at which time he collapses unconscious.

Int 12, Wis 18, Cha 16; Speech, telepathy, read languages, *read magic*, 120 ft. darkvision, blindsense, and hearing; Ego score 18.

Lesser Powers: Cure moderate wounds 3/day, *purify food and drink* 3/day. Mask has 10 ranks in Knowledge (nature) (total modifier +11).

Greater Powers: Heroes' feast 1/day, *plant growth* 3/day.

Strong conjuration; CL 17th; Craft Wondrous Item, *miracle*, creator must be a bhuka; Price 120,000 gp.

Storm Eagle: This feathered headdress resembles the head of the totemic animal after which it is named. Storm Eagle represents the day sky and the life-giving power of the thunderstorm. When the dancer puts it on, she allows the item's Ego to overwhelm her and use its powers to call a mighty rainstorm down upon the surrounding region. While the possession continues, the wearer dances in a great frenzy, faster and faster, until she collapses unconscious.

Int 14, Wis 14, Cha 18; speech, telepathy, read languages, *read magic*, 120 ft. vision and hearing; Ego score 18.

Lesser Powers: Bless 3/day. Mask has 10 ranks in Listen (total modifier +12) and 10 ranks in Spot (total modifier +12).

Greater Powers: Control weather 1/day, *quench* 3/day.

Strong transmutation; CL 17th; Craft Wondrous Item, *miracle*, creator must be a bhuka; Price 86,000 gp.

SPECIAL MATERIALS

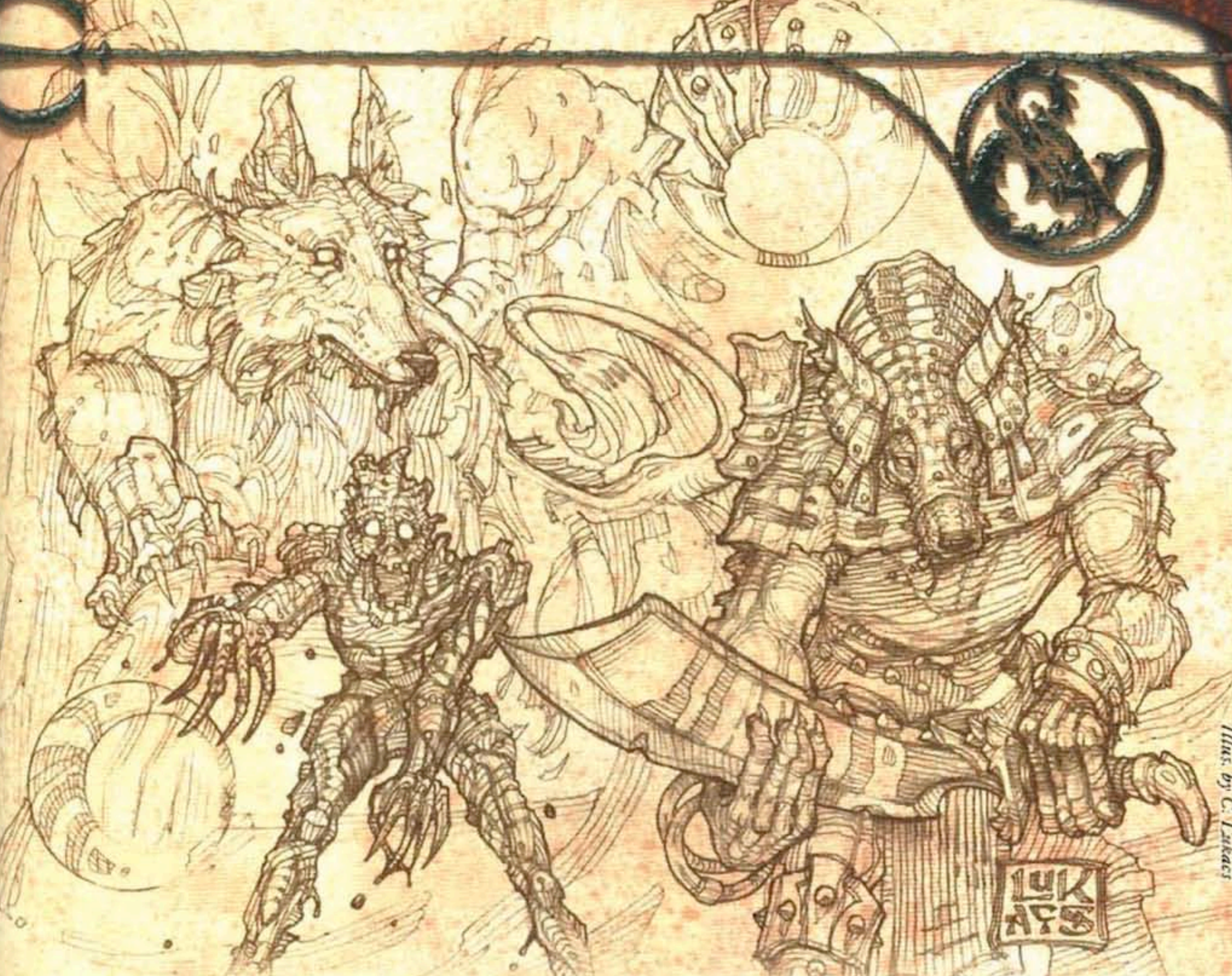
The following special material supplements those appearing in Chapter 7 of the *Dungeon Master's Guide.*

Kheferu: Quarried from rare meteorite craters, kheferu ore is an extremely hard, red substance. When forged as an alloy with iron, carbon, and other trace metals, the resultant material has a consistency and ductility like that of a standard steel alloy. This final product, simply called kheferu, is distinctive in its glossy sheen and crimson hue.

Many kinds of items can be crafted from kheferu, but weapons are the best choice because of the alloy's particular qualities. A weapon forged from kheferu is bright red. Salt crystals grow on the sides of the weapon if it is left untended for more than a few months, but these are easily wiped away. A kheferu weapon bypasses the damage reduction of any creature of the earth subtype, regardless of the type of damage reduction the creature possesses.

Weapons made of kheferu cost twice as much to make as their normal counterparts. Also, any magical enhancements placed on the weapon cost an additional 2,000 gp. Items without metal parts cannot be made from kheferu. An arrow could be made of kheferu, but a quarterstaff could not. A double weapon that is only half made of kheferu increases its cost by 50%.

Kheferu has hardness 10 and 30 hit points per inch of thickness.



Illus. by C. Lukacs

As if dangerous terrain, deadly heat, and howling sandstorms were not enough, the waste is also home to a variety of powerful and aggressive monsters. Whether the harsh conditions of the desert insure that only monsters of unusual ferocity can survive, or because fierce deities of the waste choose to fill their arid domain with creatures that emulate the harsh, deadly clime, the waste teems with predators eager to slake their thirst on the red blood of wanderers.

ASHEN HUSK

Medium Undead
Hit Dice: 2d12+7 (20 hp)
Initiative: –1
Speed: 30 ft. (6 squares; can't run)
Armor Class: 11 (–1 Dex, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple: +1/+5
Attack: Slam +5 melee (1d6+6)
Full Attack: Slam +5 melee (1d6+6)
Space/Reach: 5 ft./5 ft
Special Attacks: Create spawn, dehydrating aura
Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., undead traits, unholy toughness
Saves: Fort +0, Ref –1, Will +3
Abilities: Str 18, Dex 8, Con —, Int —, Wis 10, Cha 15
Skills: —
Feats: Toughness
Environment: Any warm
Organization: Single, pair, or caravan (3–18)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advançement: 3–6 HD (Medium)
Level Adjustment: —

This animated corpse is bone dry, its flesh so desiccated that it appears nearly skeletal. The air around it wavers with a dry, sucking heat, as if the corpse brings with it the soul of the waterless desert.

Ashen husks lost their lives to unquenchable thirst. The evidence of their dry death is obvious as a supernatural deliquescent aura.

Ashen husks stand just shy of 6 feet tall, but in their dehydrated state, weigh only about 140 pounds.

Many ashen husks died of exposure in the open desert when they became lost without water. Sometimes entire caravans go lost, and many of these unfortunate creatures might be seen years later as stumbling corpses with a thirst born in hellish heat.

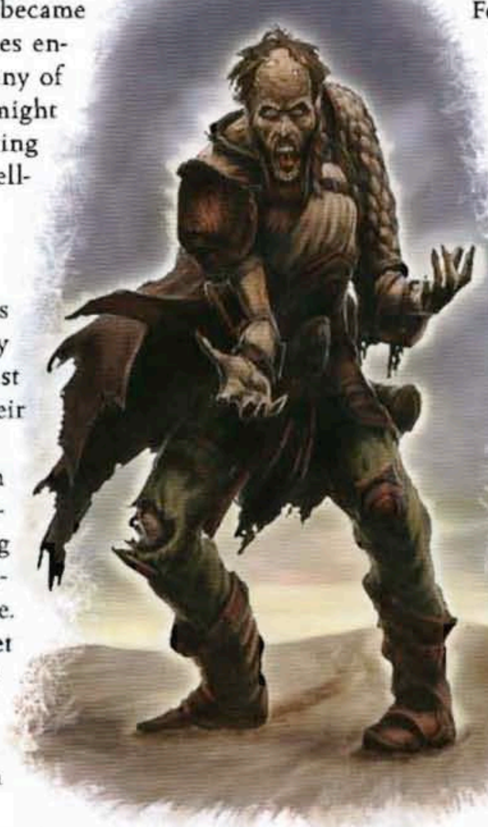
COMBAT

Ashen husks slam their foes with bone-hard limbs, but they expose their real threat against living creatures caught in their dehydrating aura.

Dehydrating Aura (Su): An ashen husk gives off a 10-foot-radius emanation of dehydrating heat, a deadly threat for creatures that must drink to survive. A living creature within 10 feet of the ashen husk takes 1d4 points of nonlethal damage from heat each round unless it has at least heat protection level 1 (see page 14), and must make a DC 13 Fortitude save or be dehydrated (see the dehydrated condition, page 15). A creature that makes its save gains immunity to that ashen husk's dehydrating aura ability for 24 hours, although it might still take the nonlethal damage from other sources of heat. The nonlethal damage from heat becomes lethal damage for a creature that is dehydrated. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by an ashen husk's dehydrating aura rise after 1d4 days as free-roaming ashen husks. They do not possess any of the abilities they had in life.

Unholy Toughness (Ex): An ashen husk gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).



Unquenchable thirst animates an ashen husk

Illus. by M. Phillippi

Table 6–1: Monsters by Challenge Rating

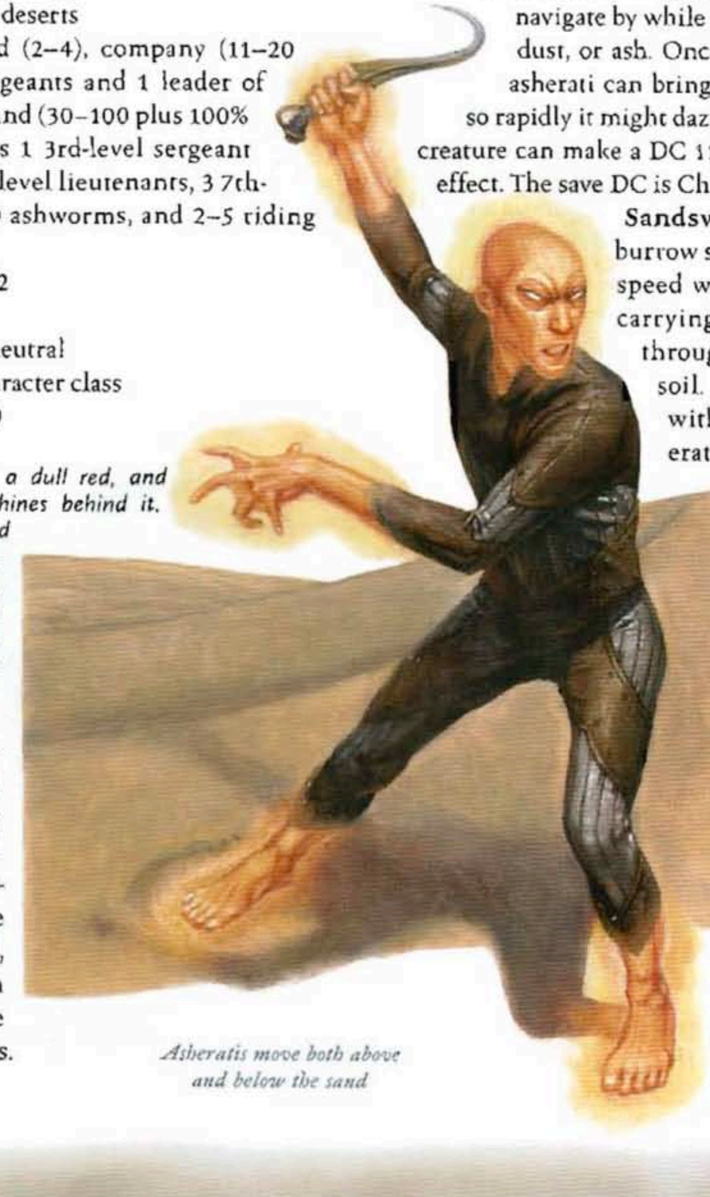
CR	Monster
1/3	Termite, worker, giant
1/3	Vulture
1/2	Asherati, 1st-level warrior
1/2	Bhuka, 1st-level warrior
1	Dromedary camel
1	Porcupine cactus
1	Serval (savannah wildcat)
1	Termite, queen, giant
1	Two-humped camel
2	Ashworm
2	Crucian
2	Dire jackal
2	Sand dragon, wyrmling
2	Termite, soldier, giant
2	War camel
3	Ashen husk
3	Brine swimmer
3	Camelopardel
3	Cursed cold one
3	Dinosaur, protoceratops
3	Dire vulture
3	Dustblight
3	Dust twister
3	Sand dragon, very young
3	Sand hunter
3	Mephit, glass
3	Mephit, sulfur
3	Tumbling mound
4	Chekryan
4	Dire puma
4	Dune hag
4	Forlorn husk
4	Marrulurk
4	Werecrocodile (lycanthrope)
5	Canisphinx
5	Dinosaur, diprotodon
5	Giant ant lion
5	Marrusault
5	Marrutact
5	Lava ooze
5	Sand dragon, young
5	Saurosphinx
5	Scorpion swarm
6	Brine ooze
6	Crystal scorpion
6	Desert devil (araton)
6	Half-janni, human fighter 5
6	Hippopotamus
6	Ironthorn
7	Giant banded lizard
7	Mirage mullah, human fighter 5
7	Sand dragon, juvenile
7	Wasteland troll
8	Death scarab swarm
8	Dire tortoise
8	Threskisphinx
9	Dustform giant banded lizard
9	Saguaro sentinel
9	Sand dragon, young adult
9	Waste crawler (anhydrut)
10	Dunewinder
11	Crawling apocalypse
12	Crocosphinx
12	Sand dragon, adult
12	Sand golem
12	Thunderbird
14	Dire hippopotamus
14	Sand dragon, mature adult
16	Sand dragon, old
18	Dry lich, asherati cleric 5/ walker in the waste 10
18	Sand dragon, very old
19	Marruspawn abomination
21	Sand dragon, ancient
24	Sand dragon, wyrm
27	Sand dragon, great wyrm

ASHERATI

Asherati, 1st-Level Warrior
Medium Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares), burrow (sand only) 30 ft.
Armor Class: 17 (+1 Dex, +2 natural armor, +3 studded leather, +1 light steel shield), touch 11, flat-footed 16
Base Attack/Grapple: +1/+2
Attack: Eagle's claw +2 melee (1d6+1/18–20)
Full Attack: Eagle's claw +0 melee (1d6+1/18–20) and eagle's claw +0 melee (1d6+1/18–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Asherati traits, body lamp, sandswim
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 8
Skills: Intimidate +3
Feats: Two-Weapon Fighting
Environment: Warm deserts
Organization: Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 ashworms, and 2–5 riding ashworms)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

This humanoid's skin is a dull red, and it seems as if a light shines behind it. She has no body hair, and her eyes are ivory white. Lithe rather than thin, this creature wears tight leather armor, as if seeking to further streamline her body.

Asheratis are a geographically established people who live below the silky sands and dusts of suitable wastelands, rising to the surface to hunt for food, socialize and trade with other races, and make war upon their enemies.


Asheratis move both above and below the sand

Asheratis stand about 5-1/2 feet tall and usually weigh slightly more than 150 pounds. Asheratis are graceful swimmers of the dunes, and thus eschew excessive clothing or equipment, wearing only minimal, skin-hugging garments for modesty's sake. Some wear tight hide or streamlined leather armor, which does not hinder their progress through the sands.

Asheratis speak their own language and Common.

Most asheratis encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Asheratis prefer to attack from ambush, hiding in the sand then rising up en masse around their foe.

Asherati Traits: Asherati traits are described in the asherati player race entry on page 37.

Body Lamp (Su): An asherati can make its skin glow at will, shedding light to 60 feet and shadowy illumination to 120 feet. The light is sufficient for the asherati to navigate by while sandswimming in loose sand, dust, or ash. Once per day as a free action, an asherati can bring its skin up to full brilliance so rapidly it might dazzle creatures within 30 feet. A creature can make a DC 11 Fortitude save to negate the effect. The save DC is Charisma-based.

Sandswim (Su): Asheratis gain a burrow speed equal to their base land speed while wearing light armor or carrying a light load and traveling through sand, ash, or other loose soil. This speed drops to 5 feet with a heavier load or if an asherati tries to drag a Medium or larger creature along. An asherati can breathe normally while sandswimming.

Skills: Asheratis have a +2 racial bonus on Move Silently and Hide checks (an asherati cannot Hide while its skin glows). If in a sandy area, an asherati receives an additional +2 racial bonus on Hide checks.

The asherati warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Illus. by S. Belledin

Illus. by D. Hudnut

ASHWORM

Large Magical Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 30 ft., climb 5 ft.
Armor Class: 14 (–1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +3/+12
Attack: Sting +7 melee (1d6+7 plus poison)
Full Attack: Sting +7 melee (1d6+7 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Evasive diver, tremorsense 60 ft.
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills: Climb +16, Listen +6, Spot +3
Feats: Alertness, Lightning Reflexes
Environment: Warm deserts or plains
Organization: Solitary, cluster (2–4), or herd (6–30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large); 6–9 HD (Huge)
Level Adjustment: —

This large, eyeless worm is as big as a horse. It is covered in a thin chitinous layer of pale purple plates. A nasty stinger quivers at the end of its tail.

Wild ashworms are distant cousins to the purple worm, but not nearly as large or aggressive (nor able to gulp down prey in a single mouthful). Traveling in vast herds both above and below the desert sands, the sound of a herd's approach is akin to thunder. As a result, ashworms are sometimes called thunderherders.

Ashworms are sometimes caught and trained as mounts, though a trainer clips off the dangerous stinger. Ashworms can be induced to travel on the sand's surface (or even packed earth or stone) exclusively by a skilled rider. However, the rider must succeed on a DC 15 Ride check once every 24 hours if in a sandy environment or be swept off the back of the ashworm as it dives below the surface for 1d4 rounds before returning to the surface. Expert riders who put up with this behavior are somewhat mollified by the ashworm's ability to secrete a substance that allows it to stick to vertical surfaces; a rider securely strapped to an ashworm's back can climb up walls or other impediments with his mount, albeit slowly. An ashworm is hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*), unless it belongs to an ashworm dragoon (see page 66).

Carrying Capacity: A light load for an ashworm is up to 500 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,400 pounds. An ashworm can drag 6,900 pounds.

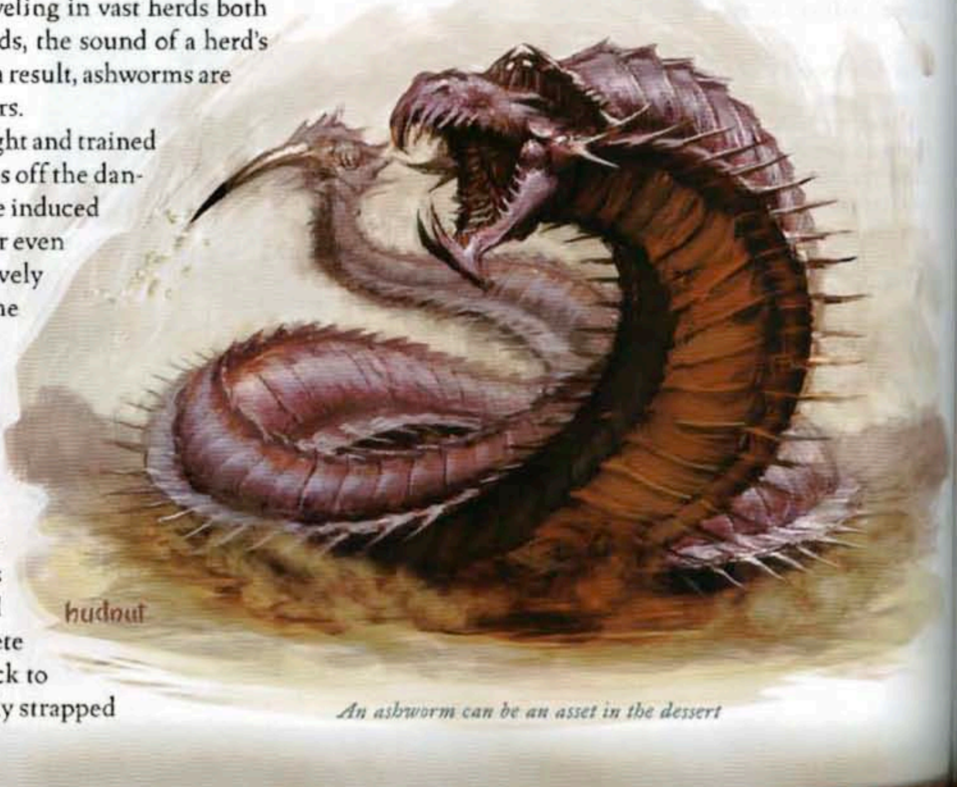
COMBAT

Ashworms hunt prey from beneath the sand, then rise to confront their targets. In battle, an ashworm forms into a coil, stinging anything in reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Evasive Diver (Ex): In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage.

An ashworm's rider might be swept from the ashworm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider fails this save, it is swept from the ashworm's back. Particularly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

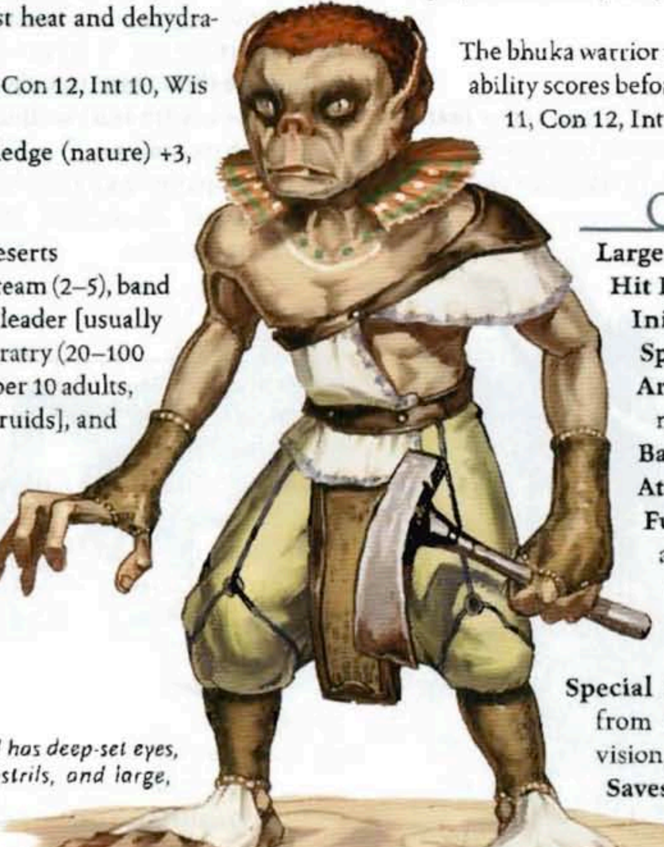


An ashworm can be an asset in the dessert

BHUKA

Bhuka, 1st-Level Warrior
Medium Humanoid (Goblinoid)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 13 (+1 Dex, +1 padded, +1 light steel shield), touch 11, flat-footed 12
Base Attack/Grapple: +1/+1
Attack: Club +1 melee (1d6) or shortbow +2 ranged (1d6/×3)
Full Attack: Club +1 melee (1d6) or shortbow +2 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Bhuka traits
Saves: Fort +3 (+5 against heat and dehydration), Ref +1, Will –1
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills: Jump +3, Knowledge (nature) +3, Spot +0, Survival +0
Feats: Endurance
Environment: Warm deserts
Organization: Solitary, team (2–5), band (6–16 plus 1 3rd-level leader [usually ranger or druid]), or phratry (20–100 plus 1 3rd-level leader per 10 adults, 3 5th-level shamans [druids], and 1 7th-level chieftain)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: +0

This slightly built humanoid has deep-set eyes, a flat face with slitted nostrils, and large, spreading ears. A frill of skin around its throat is daubed with paint, and its splayed feet barely sink into the sand.



A bhuka is suited to life in the waste

Illus. by M. Carotta

Bhukas are consummate survivors, with many physical adaptations to help them thrive in the waste. They are experts at farming and finding water in the forbidding lands they call home.

Bhukas form extended families and communities bound through ritual and preservation of ancestral ways. Art and lore are central to their culture. They are gentle people, but they will fight firmly against those who attack their land and their livelihood.

A council of elders rules each bhuka settlement, headed by a Grandmother who is the spiritual leader of the community. They have trading relationships with other desert inhabitants, in particular the crucians.

Bhukas speak their own language, and many also speak Draconic to deal with crucian traders. A few learn Common or Goblin.

COMBAT

Bhuka are not warlike, preferring to remain unseen and observe newcomers from a distance to gauge their intentions. If combat is necessary, bhuka fight in loose bands and employ skirmish tactics. Usually a druid or ranger leads a fighting band and lends magical support.

Bhuka Traits: Bhuka traits are described in the bhuka player race entry on page 39.

The bhuka warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

CAMELOPARDEL

Large Magical Beast
Hit Dice: 5d10+10 (37 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 12 (–1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple: +5/+12
Attack: Gore +7 melee (1d6+3)
Full Attack: Gore +7 melee (1d6+3) and 2 hooves +2 melee (1d4+1)
Space/Reach: 10 ft./5 ft. (10 ft. with gore)
Special Attacks: Haboob
Special Qualities: Aura of protection from dessication, *hydrate*, low-light vision, scent, wild empathy
Saves: Fort +6, Ref +5, Will +4
Abilities: Str 16, Dex 13, Con 14, Int 5, Wis 12, Cha 15
Skills: Jump +11, Listen +7, Spot +7
Feats: Alertness, Iron Will
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral good
Advancement: 6–10 HD (Large); 11–15 HD (Huge)
Level Adjustment: —

A graceful creature resembling a cross between a giraffe and a panther stands tall on long legs. It has a long neck, and two long, curving horns sweep back from its brow.

A camelopardel is a solitary being that inhabits a waste territory, browsing on its scant vegetation and protecting the smaller creatures in the area.

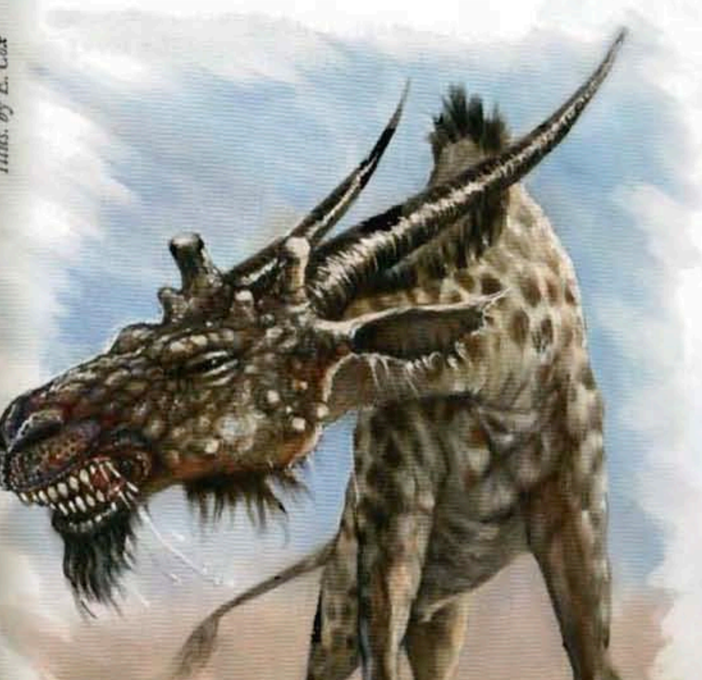
Camelopardels are able to resist extremes of dryness that even other desert creatures cannot, due to their innate abilities. They extend this protection to nearby friendly creatures and tend to those who are injured by harmful desert magic. These regal creatures are often represented in heraldry or desert tribes' totems. A sighting of a camelopardel in the vicinity is taken as a sign of favor from good waste deities.

A camelopardel speaks a waste dialect of Sylvan but does not usually talk.

COMBAT

A camelopardel is not a powerful combatant. It prefers to drive off intruders by making the environment unfriendly with its haboob ability. The dust cloud also serves it well for escape against enemies that are too powerful to defeat.

Illus. by E. Cox



The camelopardel guards creatures of the waste

Haboob (Su): At will as a standard action, a camelopardel can create a haboob effect, as the spell (see page 117). Each use of the effect lasts for 5 rounds.

Aura of Protection from Dessication (Su): A camelopardel is constantly surrounded by a 10-foot-radius emanation that duplicates the effects of the *protection from dessication* spell (see page 119). Any creature within this radius, including the camelopardel, is protected from up to 50 points of damage from dehydration, whether magical (such as from the *desiccate* spell) or natural (such as from heat if the creature is dehydrated) in origin. Once the effect has absorbed the maximum amount of damage, that creature is no longer protected. If the camelopardel takes sufficient damage to lose this protection, the effect ends temporarily. It automatically renews after 10 minutes.

Hydrate (Sp): Three times per day, a camelopardel can use *hydrate* as a 5th-level spellcaster by gently touching a target with its tongue.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature. The camelopardel's level is equal to its Hit Dice.

CHEKRYAN

Large Magical Beast (Psionic)
Hit Dice: 3d10+18 (34 hp)
Initiative: +1
Speed: 40 ft. (6 squares), burrow 10 ft.
Armor Class: 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+12
Attack: Claw +7 melee (2d6+5)
Full Attack: 2 claws +7 melee (2d6+5) and bite +5 melee (1d6+2) and sting +5 melee (1d6+2 plus poison)
Space/Reach: 10 ft./10 ft.
Special Attacks: Constrict 1d6+5, improved grab, poison, psi-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves: Fort +8, Ref +4, Will +2
Abilities: Str 21, Dex 12, Con 20, Int 1, Wis 13, Cha 16
Skills: Climb +8, Jump +9, Listen +6, Spot +3
Feats: Alertness, Toughness, Multiattack^B
Environment: Warm deserts
Organization: Solitary or colony (2–5)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 4 HD (Large); 5–9 HD (Huge)
Level Adjustment: —

This creature shares some traits in common with a scorpion, but one that has grown to monstrous size and adopted a partially upright posture, allowing it to bite foes with its dangerous mandibles.

Chekryans were obviously engendered from the blood of scorpion forebears, but these creatures are not mere vermin grown monstrously large. Indeed, some facet of their upraising has imbued the species with psionic abilities.

A chekryan has six legs. It stands roughly 9 feet tall and weighs about 900 pounds.

A chekryan protects itself from the desert heat by burrowing, but many of these creatures discover sand-covered ruins. Once discovered, they are able to use their psi-like abilities to access the hidden shelter, if it is not too far below the surface of the sand.

A chekryan is not a scavenger—it hunts large prey on the desert surface and is always eager for the next tasty meal. It doesn't usually hunt creatures of Small or smaller size, preferring to bring down big game that can provide it with food for a few days.

COMBAT

A chekryan might wait partially buried in the sand, or even in a hollow ruin covered by sand but near the surface, using its tremorsense to locate approaching prey. It then instantly uses its *dimension door* psi-like ability to reach the surface, ready to attack.

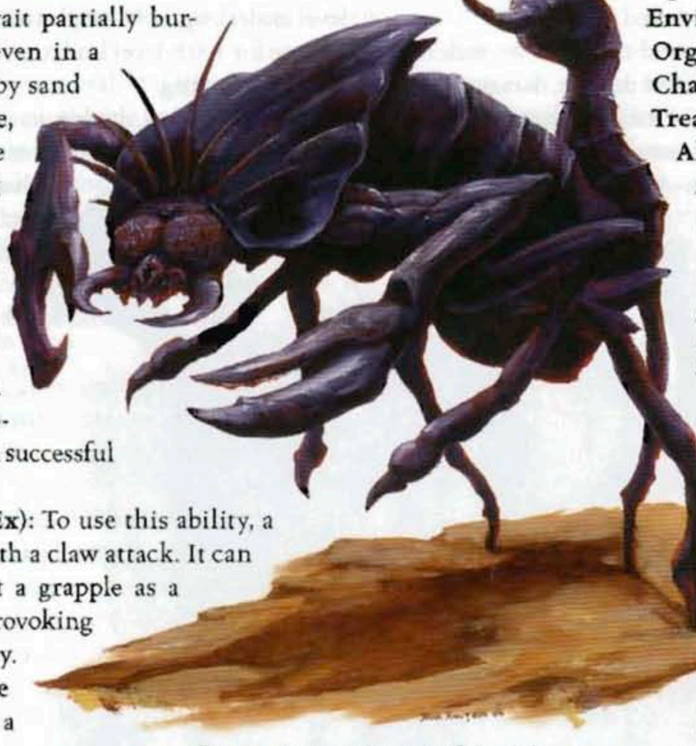
Constrict (Ex): A chekryan deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a chekryan must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Psi-Like Abilities: 1/day—*dimension door, inconstant location*[†], *fog cloud*. Manifester level 5th.

† New power described on page 129.



Beware the mental powers of the chekryan

Illus. by D. Knutson

CRAWLING APOCALYPSE

Gargantuan Undead
Hit Dice: 20d12+100 (230 hp)
Initiative: +4
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 30 (–4 size, +24 natural), touch 6, flat-footed 30
Base Attack/Grapple: +10/+34
Attack: Tentacle +18 melee (2d8+12/19–20 plus mummy rot)
Full Attack: 2 tentacles +18 melee (2d8+12/19–20 plus mummy rot) and 6 arms +13 melee (1d6+6)
Space/Reach: 20 ft./15 ft. (25 ft. with tentacles)
Special Attacks: Despair, mummy rot
Special Qualities: Damage reduction 5/—, darkvision 60 ft., fast healing 10, undead traits, unholy toughness, vulnerability to fire
Saves: Fort +6, Ref +6, Will +17
Abilities: Str 34, Dex 10, Con —, Int 6, Wis 20, Cha 20
Skills: Listen +18, Spot +19
Feats: Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Always lawful evil
Advancement: 21–32 HD (Gargantuan); 33–60 HD (Colossal)
Level Adjustment: —

A horrific nest of withered, desiccated tentacles heaves from the sand. Behind the tentacles is a barrellike body wrapped in centuries-old funeral dressings. Two staring orbs surmount the gargantuan form, promising annihilation.

A few crawling apocalypses yet traverse the trackless sands, self-impelled immortal remnants of ancient wars.

Each crawling apocalypse is actually a war machine created by a race called the marru. Known for their power over the flesh of the living, splinter factions of marru wandered into realms of necromancy, and in their madness to win at any cost, they introduced monstrosities of the sea to mummification and the sea of sand. Too potent to perish with the conclusion of the wars and the eradication of their creators, crawling apocalypses yet patrol ancient perimeters, guarding against intrusion by enemies long vanished.

While some roving weapons of the ancient marru still sometimes rise to the surface and cause desolation, most remaining crawling apocalypses are secreted in ancient weapon depots, well hidden thousands of feet below the desert surface. They have vague memories of their former living existence, thousands of years ago. The memory of their former mastery, and what was taken from them, fuels their violence against all creatures. Some could still respond to command codes devised by the marru, though those codes are most likely all forgotten.

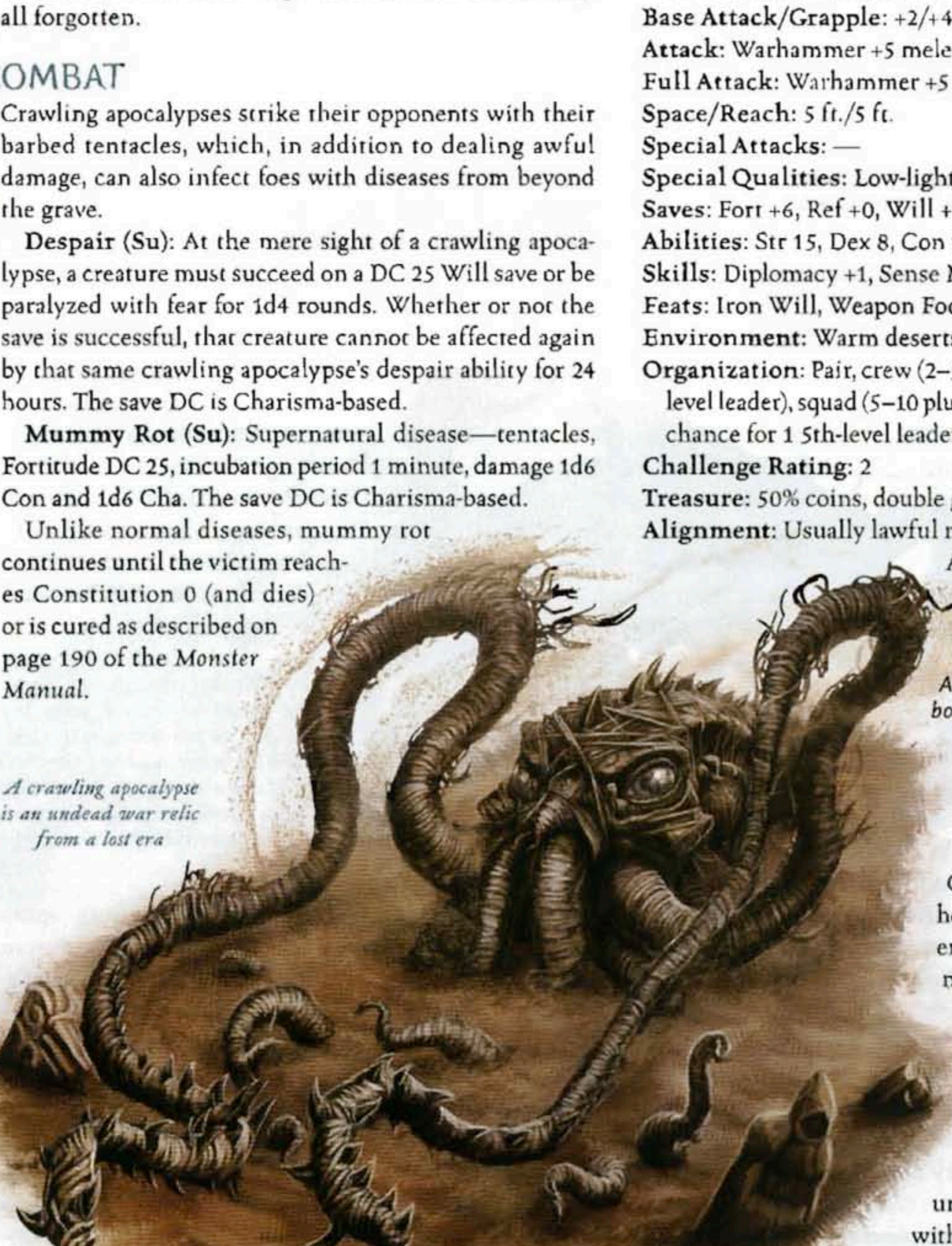
COMBAT

Crawling apocalypses strike their opponents with their barbed tentacles, which, in addition to dealing awful damage, can also infect foes with diseases from beyond the grave.

Despair (Su): At the mere sight of a crawling apocalypse, a creature must succeed on a DC 25 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that same crawling apocalypse's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—tentacles, Fortitude DC 25, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described on page 190 of the *Monster Manual.*



A crawling apocalypse is an undead war relic from a lost era

Illus. by M. Phillippi

Unholy Toughness (Ex): A crawling apocalypse gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

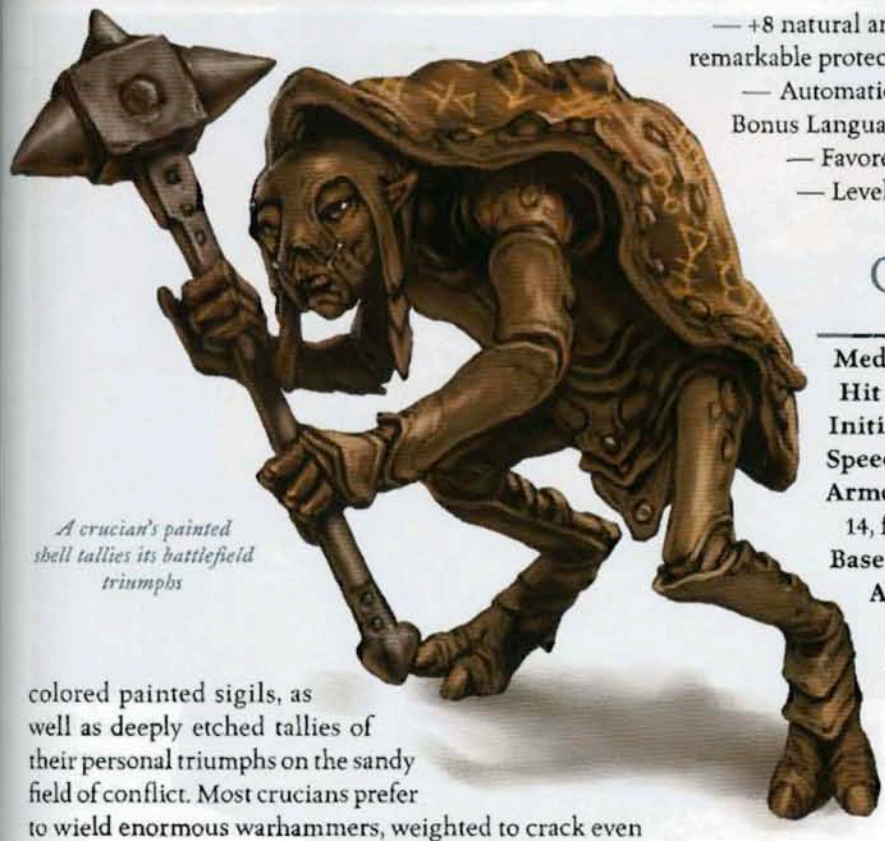
CRUCIAN

Medium Humanoid
Hit Dice: 3d8+9 (22 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 21 (–1 Dex, +8 natural, +2 leather, +2 heavy shield), touch 9, flat-footed 21
Base Attack/Grapple: +2/+4
Attack: Warhammer +5 melee (1d8+2/×3)
Full Attack: Warhammer +5 melee (1d8+2/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +6, Ref +0, Will +3
Abilities: Str 15, Dex 8, Con 17, Int 11, Wis 10, Cha 8
Skills: Diplomacy +1, Sense Motive +6, Spot +6
Feats: Iron Will, Weapon Focus (warhammer)
Environment: Warm deserts
Organization: Pair, crew (2–5 plus 50% chance for 1 4th-level leader), squad (5–10 plus 1 4th-level leader plus 50% chance for 1 5th-level leader)
Challenge Rating: 2
Treasure: 50% coins, double goods, 50% items
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

A crablike shell covers the upper body of this otherwise humanoid form. Its shell is heavily inscribed and painted, and it wears simple equipment and clothing.

Comfortable in the brutal heat of the desert, battle-hardened crucians rely on their natural shell armor to protect them in all situations.

Crucians are humanoids that sport broad, flat shells, like desert crabs, encompassing their upper bodies in natural protection. Not content with just their shells, they often wear additional leather chaps and armlets to protect the rest of their bodies. They decorate their shells with brightly



A crucian's painted shell tallies its battlefield triumphs

colored painted sigils, as well as deeply etched tallies of their personal triumphs on the sandy field of conflict. Most crucians prefer to wield enormous warhammers, weighted to crack even the hardest enemy shells.

Crucians are highly territorial, and they organize into small bands, each group protecting a prized water source. Crucian bands regularly raid one another's oases, which accounts for their warlike demeanor. Every twenty years or so, a leader rises among the crucians and forges the various bands into a mighty force. This crucian army strikes out into cooler lands for booty and conquest, only to fall back into the desert once the creatures have wreaked their fill of misery.

In negotiations, crucians are known to be cunning. They often employ verbal feints to draw others out and get a better read on them, and they are keenly interested in figuring out how both friends and enemies think.

Crucians speak Common and Draconic. More intelligent crucians learn Sphinx, the language of the creatures that share their desert homes.

COMBAT

When they can, crucians prefer to attack as a solid line to prevent enemies from getting at their flanks.

CRUCIAN CHARACTERS

Crucian characters possess the following racial traits.

— +4 Strength, –2 Dexterity, +6 Constitution, –2 Charisma.

— Medium size.

— Low-light vision.

— +8 natural armor. A crucian's crablike shell gives it remarkable protection.

— Automatic Languages: Common and Draconic. Bonus Language: Sphinx.

— Favored Class: Druid.

— Level adjustment +2.

CURSED COLD ONE (GELUN)

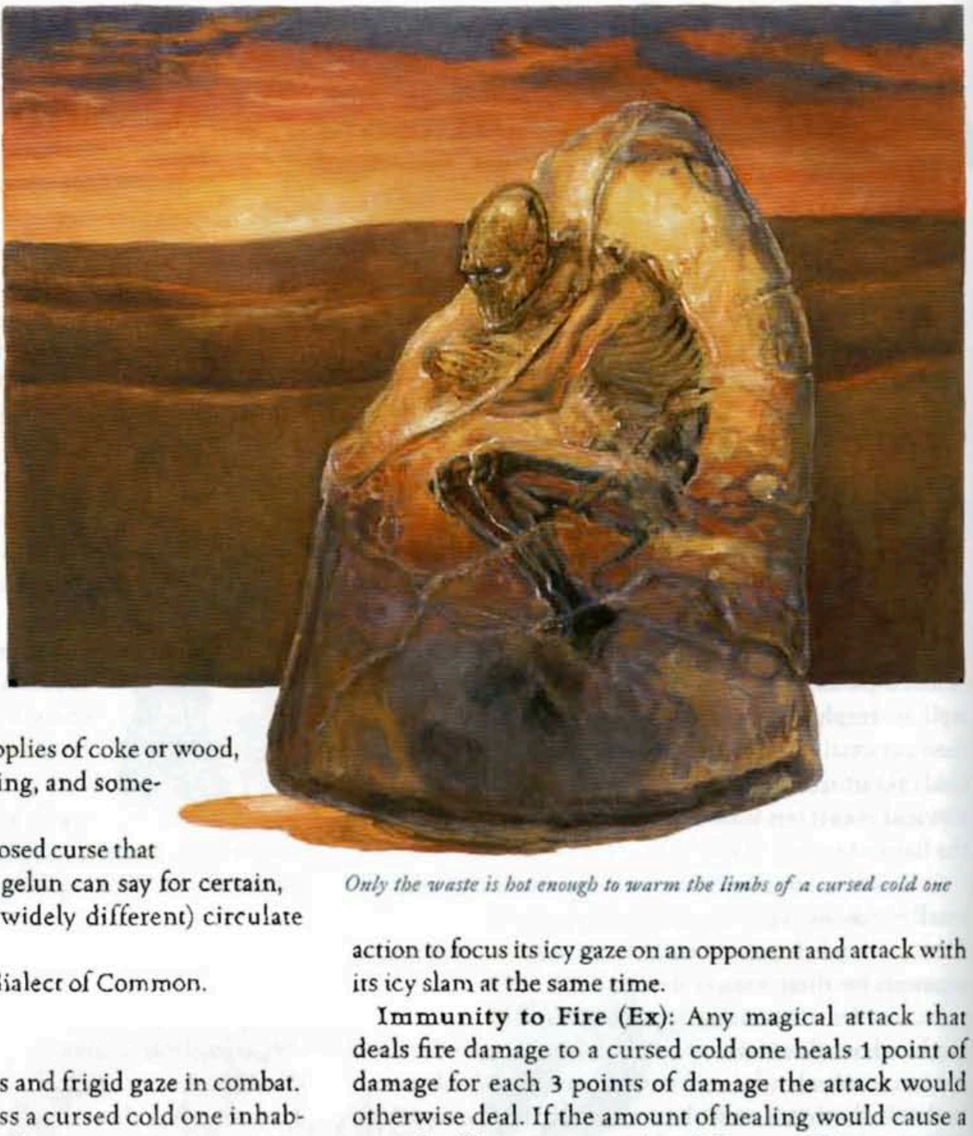
Medium Aberration
Hit Dice: 5d8+3 (25 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple: +3/+5
Attack: Slam +5 melee (1d4+3 plus 1d6 cold)
Full Attack: Slam +5 melee (1d4+3 plus 1d6 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Heat-sucking claw, icy gaze
Special Qualities: Darkvision 60 ft., heat reliant, immunity to fire, vulnerability to cold
Saves: Fort +1, Ref +5, Will +5
Abilities: Str 14, Dex 18, Con 11, Int 7, Wis 12, Cha 14
Skills: Listen +4, Sense Motive +3, Spot +4
Feats: Dodge, Toughness
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +2

A slab of ice stands upright in the sand. Within it is a humanoid shape, curled up in a ball. The humanoid is nearly as transparent and smooth as the ice itself, but its eyes are open, and they are as blue and cold as a mountain glacier.

Cursed cold ones were humanoids once, before their blood was cursed and their forms changed to suit their new reliance on warmth and heat. Such is their curse—their bodies are heat sinks, so much so that should they ever venture into an environment too cold, they would freeze immobile, entering a timeless stasis until the surrounding temperature rises enough to thaw them.

The name "cursed cold one" was given to these creatures by others; they call themselves geluns. A gelun is sufficient unto itself, requiring only warmth to remain conscious and active. This reliance on warmth means that geluns inhabit warm regions, and all known gelun

Illus. by S. Tappin



Only the waste is hot enough to warm the limbs of a cursed cold one

Illus. by S. Belledin

conclaves are in warm desert lands. Bitter at their enforced and permanent exile to the waste, cursed cold ones are usually hostile to other creatures, especially those native to temperate environments.

Geluns live in conclaves out in the open sands where shadows are scarce and the heat is the fiercest. Even then, many conclaves must suffer through cold desert nights, where the temperature drops so much that all present risk freezing solid until the rising sun returns their mobility. Great bonfires at the center of each conclave usually forestall this event, but bonfires require good supplies of coke or wood, which means foraging, raiding, and sometimes trade.

As to the nature of the supposed curse that created their race, no living gelun can say for certain, though many stories (each widely different) circulate among gelun conclaves.

Cursed cold ones speak a dialect of Common.

COMBAT

Geluns rely on their icy claws and frigid gaze in combat.

Heat Reliant (Ex): Unless a cursed cold one inhabits an environment where the temperature remains above 110° F, it frosts over and freezes solid, entering a state of extreme hibernation. It is extremely vulnerable during such periods, essentially helpless. On the other hand, while enjoying environments of severe heat or hotter, cursed cold ones function normally, gaining all the nutrition and energy they need from the warmth itself.

Heat-Sucking Claw (Ex): The frost-coated nails of a cursed cold one deal an extra 1d6 points of cold damage whenever the creature deals slam damage in melee.

Icy Gaze (Su): Dazed (with cold) for 1 round, 30 feet, Will DC 14 negates. The save DC is Charisma-based. Any creature meeting the gaze of a cursed cold one is subject to its icy gaze attack. A cursed cold one can use a standard action to focus its icy gaze on an opponent and attack with its icy slam at the same time.

Immunity to Fire (Ex): Any magical attack that deals fire damage to a cursed cold one heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause a cursed cold one to exceed its full normal hit points, it gains any excess as temporary hit points. A cursed cold one can only gain temporary hit points from this ability equal to its full normal hit points (25 extra hit points for an average cursed cold one). Temporary hit points gained in this fashion last for 1 hour. For example, a cursed cold one hit by a *fireball* gains back 6 hit points if the damage total is 18 points. A cursed cold one gets no saving throw against fire effects.

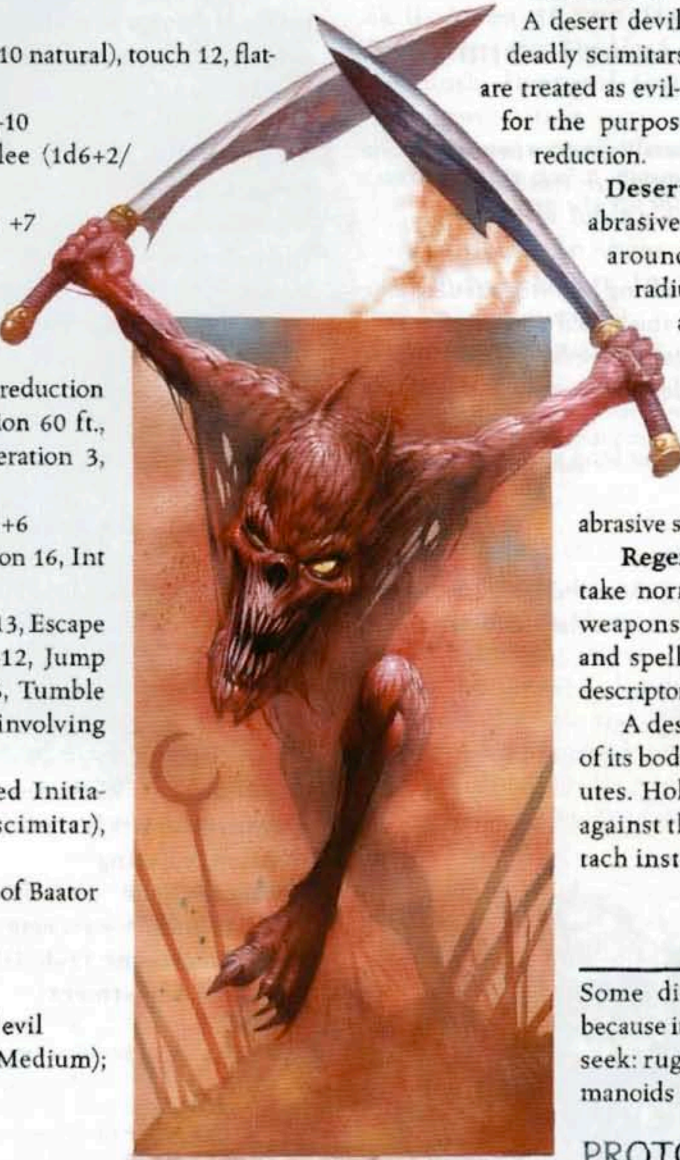
Vulnerability to Cold (Ex): A cursed cold one takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure. If a cursed cold one fails its save against a cold effect, it is also dazed for 1 round.

DESERT DEVIL (ARATON)

Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 8d8+24 (60 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple: +8/+10
Attack: Scimitar +11 melee (1d6+2/18–20)
Full Attack: 2 scimitars +7 melee (1d6+2/18–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Desert halo
Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16
Saves: Fort +9, Ref +8, Will +6
Abilities: Str 15, Dex 15, Con 16, Int 6, Wis 10, Cha 12
Skills: Balance +4, Climb +13, Escape Artist +13, Intimidate +12, Jump +4, Listen +13, Spot +13, Tumble +13, Use Rope +2 (+4 involving bindings)
Feats: Alertness, Improved Initiative, Weapon Focus (scimitar), Whirlwind Attack^{B}
Environment: Nine Hells of Baator
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always lawful evil
Advancement: 9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment: +6

The howl and scream of sand heralds the approach of this creature. Swathed in a halo of blowing grit and dust, a humanoid with flayed, sand-blasted flesh appears. In each of its hands, it wields a scimitar red with the its own constantly oozing blood.

These sandstorm-cloaked devils are sometimes mistaken for undead because the sands that swirl about them constantly flay their gruesome bodies. Only a desert devil's power of regeneration keeps it healthy. Desert devils are actually humanlike devils that wear nothing but shrouding sand. They are sometimes called aratons.



The waste calls to aratons

A desert devil stands roughly 6 feet tall and weighs about 190 pounds.

Aratons speak Infernal and Common.

COMBAT

A desert devil attacks with its whirling, deadly scimitars. A desert devil's scimitars are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the araton in a 10-foot-radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

DINOSAUR

Some dinosaurs prefer the waste because it offers what most dinosaurs seek: rugged, isolated areas that humanoids seldom visit.

PROTOCERATOPS

Medium Animal
Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+6
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Powerful charge
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +4, Will +2
Abilities: Str 16, Dex 11, Con 19, Int 1, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Survival +9

Illus. by W. England

Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Solitary, pair, or herd (4–7)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment: —

This beast looks like a small triceratops, with a bony frill behind its head and a sharp beaked mouth. It lacks the triceratops's horns, however, and is roughly the size of a large dog.

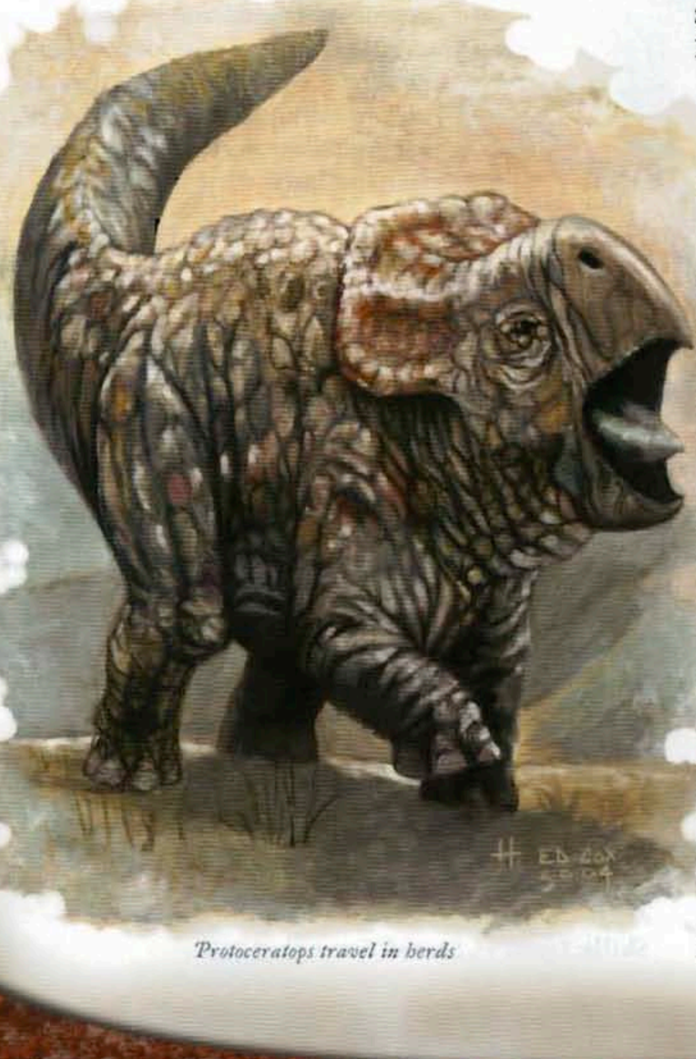
Protoceratops is a desert-dwelling herbivorous dinosaur that roots for tubers below the baked earth and grazes on the tough leaves of desert weeds. It has a thick, bony skull and a tough hide to protect it from climate and predators.

A protoceratops is 6 to 8 feet long and weighs about 900 pounds.

Combat

Protoceratops are not very aggressive, but because they are the favored prey of larger creatures, they have developed effective defenses. A threatened protoceratops lowers its head and charges, attempting to bull rush an enemy and escape. If it cannot get away, it attempts to charge as often as possible.

Illus. by E. Cox



Protoceratops travel in herds

Powerful Charge (Ex): A protoceratops deals 2d8+11 points of damage when it makes a charge.

Skills: Protoceratops have a +4 racial bonus on Survival checks.

DIPROTODON

Large Animal
Hit Dice: 9d8+36 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 10 ft.
Armor Class: 14 (–1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Gore +13 melee (1d8+8)
Full Attack: Gore +13 melee (1d8+8) and 2 claws +8 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 2d6+12
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +6, Will +6
Abilities: Str 27, Dex 10, Con 18, Int 2, Wis 13, Cha 11
Skills: Listen +9, Spot +9
Feats: Alertness, Improved Natural Attack (claw), Iron Will, Run
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 12–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

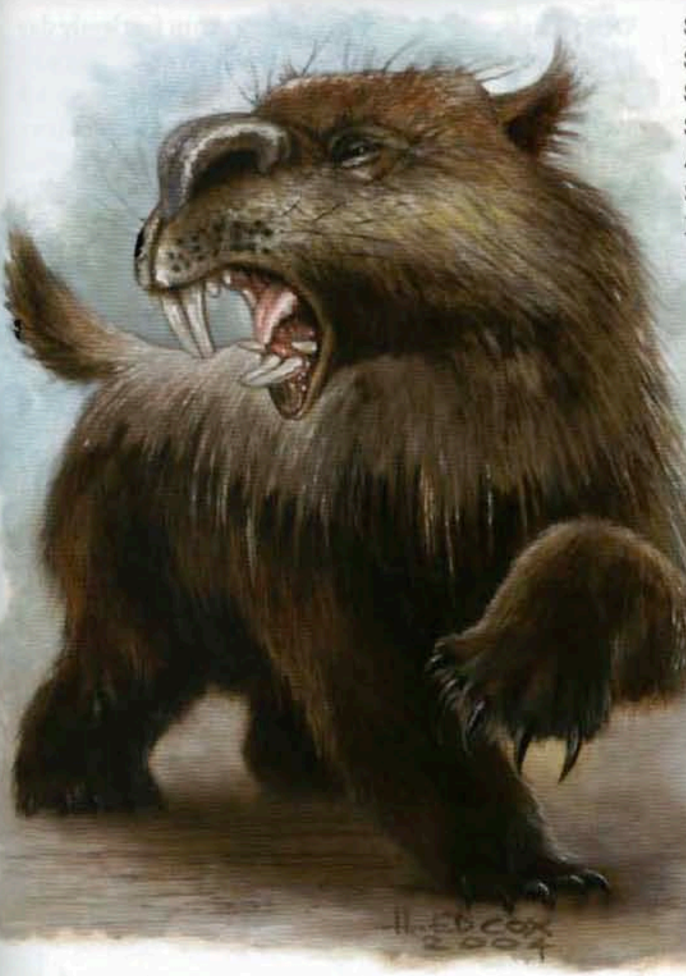
This hippopotamus-sized beast is covered with short, grizzled fur. Its thick legs end in massive digging claws, and two large tusks project horizontally from its lower jaw. It shakes its head threateningly and prepares to charge.

A diprotodon is a giant relative of the wombat, an herbivorous, powerfully built marsupial.

Diprotodons are built to graze dry grasses and other tough desert vegetation. Their powerful teeth grind the fibrous plant matter to a fine pulp, and their digestive systems slowly process the food, extracting every drop of water and scrap of nourishment. Their powerful legs and claws are built for digging, and a diprotodon's habitat is easy to identify from the large entrances to its nesting burrow.

Combat

Although mild-mannered in general, a diprotodon is intensely territorial and does not hesitate to stamp



Vicious diprotodons defy their marsupial roots.

an intruder into the ground. A diprotodon can move as quickly as a camel, despite its lumbering appearance, and when it charges, it often catches opponents off guard.

Trample (Ex): Reflex half DC 22. The save DC is Strength-based.

DIRE ANIMAL

Dire animals are larger, tougher, meaner versions of ordinary animals. In the waste, each kind tends to have a feral, parched, or even scorched appearance.

DIRE HIPPOPOTAMUS

Huge Animal
Hit Dice: 18d8+126 (207 hp)
Initiative: –2
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 18 (–2 size, –2 Dex, +12 natural), touch 6, flat-footed 18
Base Attack/Grapple: +13/+33
Attack: Bite +23 melee (2d8+12/19–20)
Full Attack: Bite +23 melee (2d8+12/19–20)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, scent
Saves: Fort +18, Ref +9, Will +8
Abilities: Str 34, Dex 6, Con 25, Int 2, Wis 14, Cha 8
Skills: Listen +15, Spot +14, Swim +20.
Feats: Alertness, Die Hard, Endurance, Improved Bull Rush, Improved Critical, Improved Overrun, Power Attack.
Environment: Warm plains and forests (rivers)
Organization: Solitary or pair
Challenge Rating: 14
Alignment: Always neutral
Advancement: 19–26 HD (Huge); 27–54 HD (Gargantuan)
Level Adjustment: —

A double row of horny ridges run along the back of this hulking hippopotamus, and it has a gaping maw large enough to snap a timber in two.

Unlike its smaller cousin, a dire hippopotamus is not content to dine on plants. It is a carnivore, subsisting mainly on fish and small mammals—or even big mammals, if they venture too close to the rivers, ponds, and lakes in which dire hippos dwell. Territorial and aggressive in the extreme, dire hippos attack anything that comes near.

A typical dire hippo is over 20 feet long and weighs between four and six tons.

COMBAT

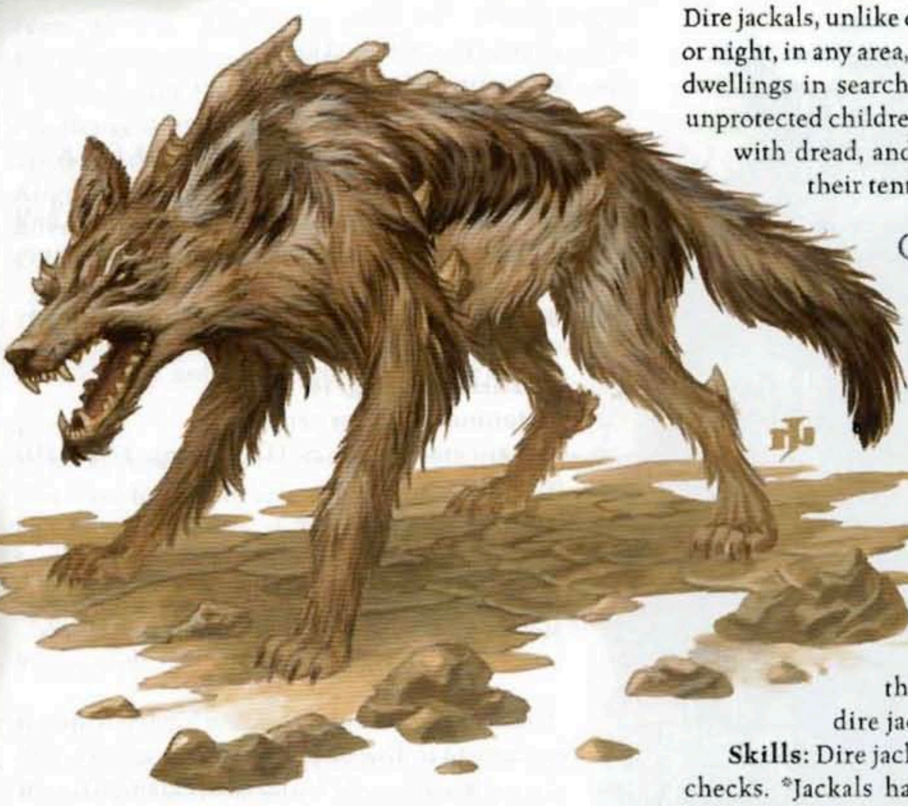
Dire hippopotami lurk submerged near the shores of their habitats, waiting for prey to come to the water to drink (usually just after dusk and just before dawn). Though not particularly stealthy, they are usually obscured by the water, allowing them to get close enough for a sudden, brutal attack—which is often more than enough.

Improved Grab (Ex): To use this ability, a dire hippopotamus must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Hold Breath (Ex): A dire hippopotamus can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: A dire hippopotamus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by E. Cox



Dire jackals hunt day or night

Illus. by J. Nelson

DIRE JACKAL

Large Animal
Hit Dice: 4d8+8 (26 hp)
Initiative: +2
Speed: 60 ft. (12 squares)
Armor Class: 13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple: +3/+12
Attack: Bite +7 melee (1d6+5)
Full Attack: Bite +7 melee (1d6+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +5
Abilities: Str 20, Dex 14, Con 15, Int 2, Wis 13, Cha 8
Skills: Jump +10, Listen +5, Spot +5, Survival +3*
Feats: Alertness, Track
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 2
Alignment: Always neutral
Advancement: 5–9 HD (Large); 10–12 HD (Huge)
Level Adjustment: —

This hulking canine is as big as a pony, is covered in shaggy tan fur, and sports large, sharp teeth. Its ears fan back as it bares its fangs in a hungry smile.

Dire jackals, unlike ordinary jackals, hunt fearlessly day or night, in any area, and are even so bold as to enter city dwellings in search of unguarded livestock—or even unprotected children. Their hunting cry fills their prey with dread, and civilized folk who hear it outside their tents know that death is nearby.

COMBAT

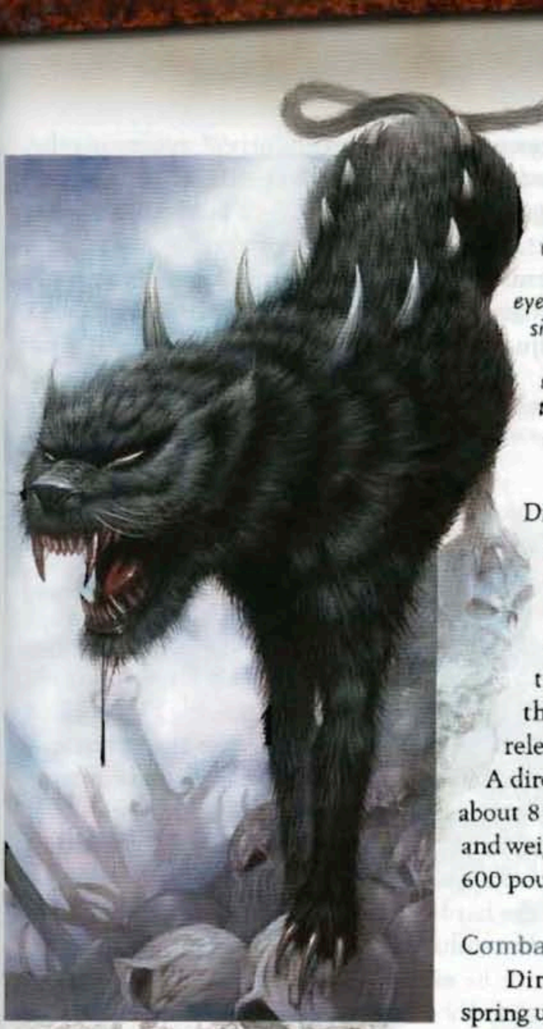
Dire jackals hunt alone or in mated pairs. Like ordinary jackals, they chase prey until it is exhausted, or work together to flank their opponents.

Trip (Ex): A dire jackal that hits with a bite attack can attempt to trip its opponent (+9 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire jackal.

Skills: Dire jackals have a +4 racial bonus on Jump checks. *Jackals have a +4 racial bonus on Survival checks when tracking by scent.

DIRE PUMA

Large Animal
Hit Dice: 6d8+24 (51 hp)
Initiative: +3
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +4/+13
Attack: Bite +9 melee (1d8+5)
Full Attack: Bite +9 melee (1d8+5) and 2 claws +3 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d6+2
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +8, Will +6
Abilities: Str 20, Dex 17, Con 19, Int 2, Wis 12, Cha 6
Skills: Balance +11, Climb +21, Hide +3*, Listen +5, Move Silently +7, Spot +5
Feats: Alertness, Track, Weapon Focus (bite)
Environment: Warm hills
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —



This giant cougar is as black as night, with glowing yellow eyes and outsized fangs. Spiked ridges protrude from its arched back.

Dire pumas are terrifying, vicious creatures that stalk their prey relentlessly.

A dire puma is about 8 feet long and weighs about 600 pounds.

Don't let a dire puma catch your scent

Combat

Dire pumas spring upon their prey from a height if possible. They hunt at night.

Improved Grab (Ex): To use this ability, a dire puma must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire puma charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9, damage 1d6+2.

Skills: Dire pumas have a +8 racial bonus on Jump checks and a +4 racial bonus on Move Silently checks.

Dire pumas have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on a Climb check, even if rushed or threatened.

*Dire pumas have a +4 racial bonus on Hide checks at night or in dark areas.

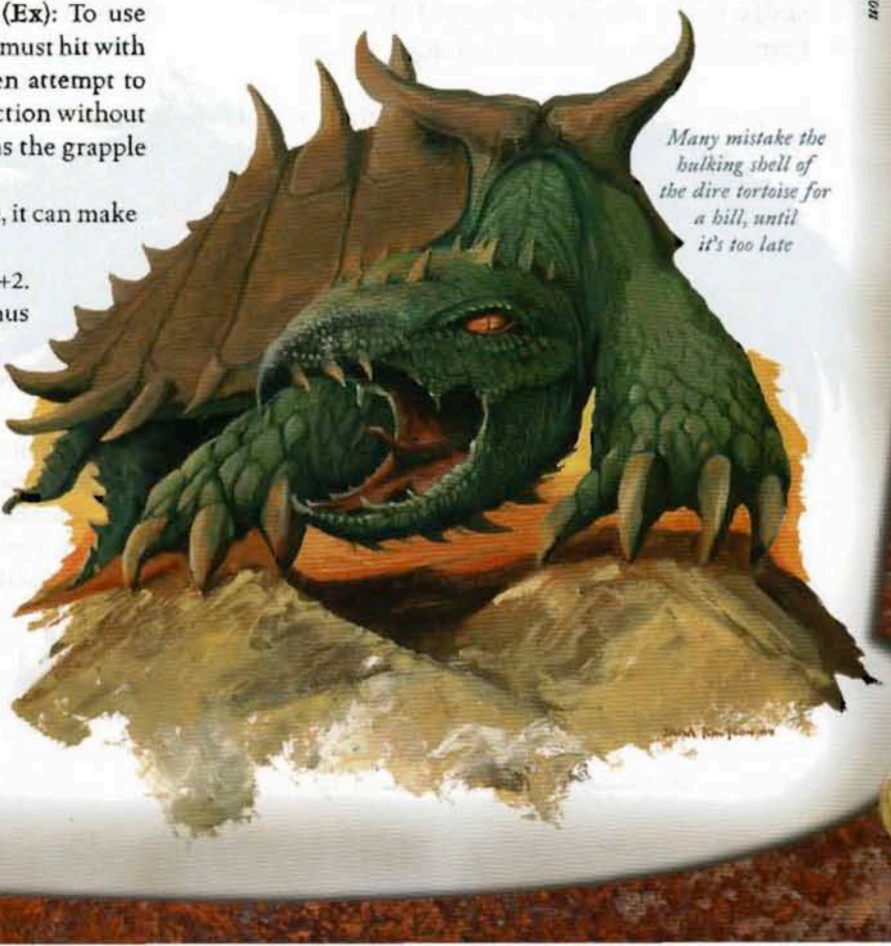
DIRE TORTOISE

Huge Animal
Hit Dice: 14d8+107 (170 hp)
Initiative: –2
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 25 (–2 size, –2 Dex, +19 natural), touch 6, flat-footed 25
Base Attack/Grapple: +10/+26
Attack: Bite +16 melee (1d8+12)
Full Attack: Bite +16 melee (1d8+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Lightning strike, trample 4d8+12
Special Qualities: Low-light vision
Saves: Fort +16, Ref +7, Will +9
Abilities: Str 26, Dex 6, Con 25, Int 2, Wis 10, Cha 6
Skills: Hide –1*, Listen +6, Spot +6
Feats: Alertness, Endurance, Toughness (3)
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 15–28 HD (Huge); 29–42 HD (Gargantuan)
Level Adjustment: —

This massive tortoise has a spiked, rocky shell as big as a house. Its large head ends in a wickedly sharp beak.

A dire tortoise moves slowly about the waste, consuming cactuses, mesquite shrubs, and tough desert grasses. It is an ill-tempered beast and quick to lash out at intruders.

A dire tortoise is 20 to 30 feet long and can weigh 12,000 pounds or more.



Many mistake the bulking shell of the dire tortoise for a hill, until it's too late

Illus. by W. England & D. Knutson

Combat

Dire tortoises rely on their camouflage and protection. If approached, they lunge suddenly at any creature within reach of their powerful jaws.

Lightning Strike (Ex): A dire tortoise can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Skills: *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

DIRE VULTURE

Large Animal
Hit Dice: 6d8+42 (69 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +4/+11
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Stench
Special Qualities: Low-light vision, resistance to disease, scent
Saves: Fort +12, Ref +6, Will +7
Abilities: Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4
Skills: Listen +4, Spot +12, Survival +11
Feats: Alertness, Flyby Attack, Track
Environment: Warm deserts
Organization: Solitary or flock (4–20)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

This enormous bird of prey has a mottled, naked head and neck with a wicked, hooked beak. A stink of carrion surrounds the beast.

A dire vulture, like its normal cousin, is a carrion feeder. It takes a very large carcass, or many small ones, to keep such a monster fed.

A dire vulture is 8 to 12 feet long and has a wingspan of 20 feet or more.

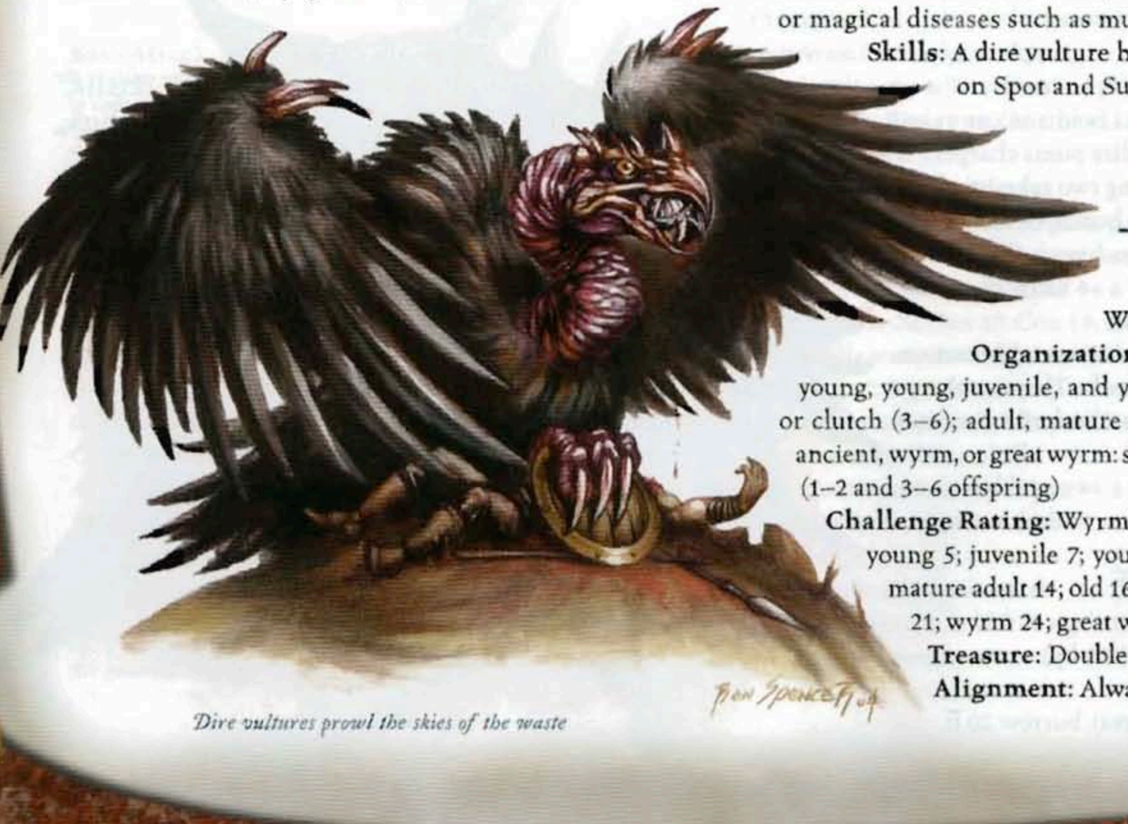
Combat

Dire vultures are much more aggressive than mundane vultures, and one might attack a creature that is two or more size categories smaller than itself.

Stench (Ex): Scraps of rotting flesh cling to a dire vulture's feathers, and the fetid wind of its wings can fell even the hardiest opponent. A creature within 20 feet of a dire vulture must succeed on a DC 20 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours. The save DC is Constitution-based.

Resistance to Disease (Ex): A dire vulture has a cast-iron stomach. It has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills: A dire vulture has a +4 racial bonus on Spot and Survival checks.



Dire vultures prowl the skies of the waste

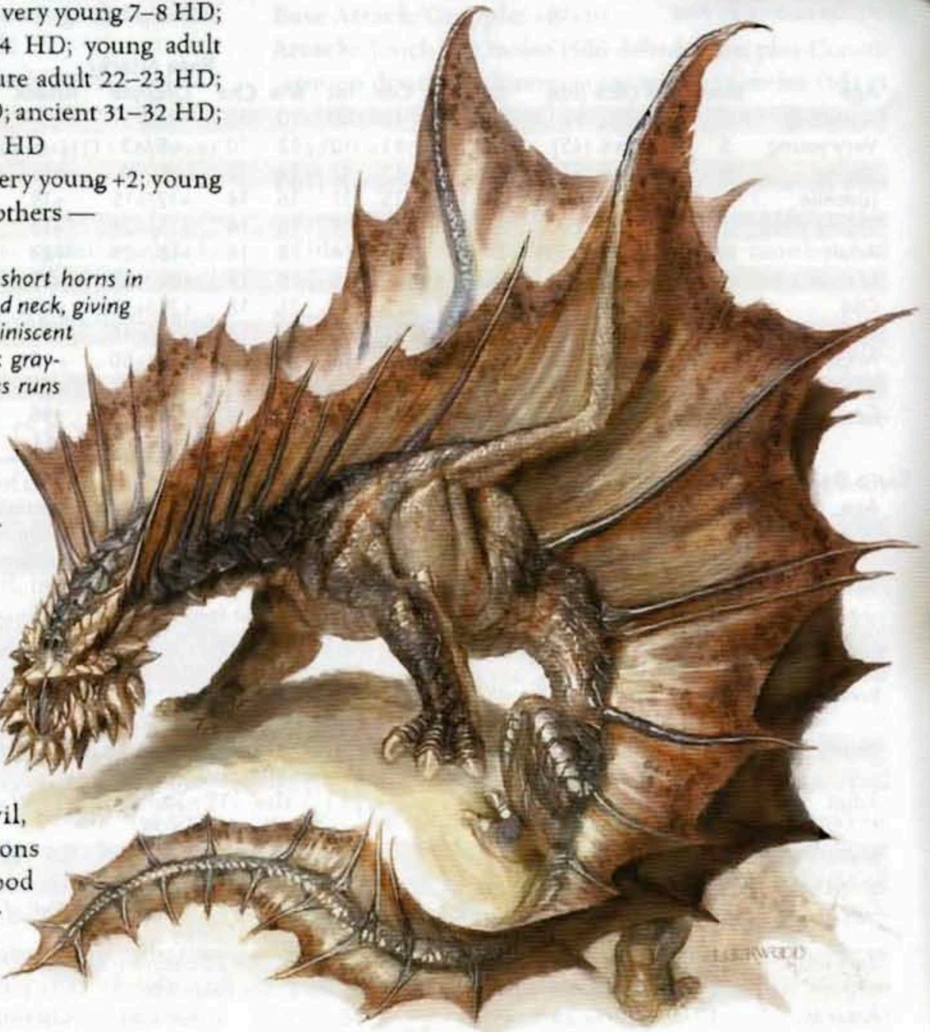
Illus. by R. Spencer

DRAGON, SAND

Dragon (Earth)
Environment: Warm deserts
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (3–6); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 3–6 offspring)
Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 9; adult 12; mature adult 14; old 16; very old 18; ancient 21; wyrm 24; great wyrm 27
Treasure: Double standard
Alignment: Always chaotic neutral

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 35–36 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +2; young +3; juvenile +3; young adult +4; others —



Sand dragons lair in the deep waste

Illus. by T. Lockwood

This dragon's head is a mass of thick, short horns in irregular rings around its snout, jaws, and neck, giving its entire head a distinct appearance reminiscent of a lamprey. Its large scales are a dark gray-brown, and a crest of broad, short spines runs from its head to the tip of its tail. A membranous frill runs between these spines down the length of the dragon's body, allowing it to undulate through the air rather than flap like other dragons. The dragon smells of dust and dirt.

Sand dragons are violent, irritable, and cunning creatures, given to raiding farms for cattle, but leaving the farmers alive as a sign of "mercy" (never mind that the dragon has just devoured the farmer's livelihood). Not exactly evil, but definitely not good, sand dragons are motivated only by what is good for their own survival. In fact, they have a difficult time understanding why any living creature would think any other way.

Sand dragons lay their eggs deep within the sand of the desert, which is partly responsible for their name. As the eggs hatch, the hatchling dragons claw their way up to the surface, giving the impression that the dragons spring spontaneously from the sand. Even at that age, sand dragons have fully developed horns and claws, enabling them to burrow just as easily as their parents. Sand dragon wings are actually not wings at all, but thin membranes of a similar consistency and material to regular dragon wings. These membranes stretch between a double row of spikes that run the length of a sand dragon's back, from the base of its skull to the tip of its tail. These spines can collapse flat along a sand dragon's back when it burrows, protecting the fragile membranes from damage. A sand dragon can also lie flat on a sandy surface and flutter its wings to cover itself with sand, much as a stingray flutters its "wings" to conceal itself on the ocean floor.

In fact, sand dragons make their lairs under the sands, and only emerge to hunt or mate. As a result, sand dragons smell of freshly turned dirt and dust—not a particularly unpleasant smell, but a distinctive one. Due to their burrowing ability, sand dragons have little difficulty disguising their lairs; only their nostrils lie exposed (allowing them to breathe). When sand dragons travel underground—their primary means of sneaking up on prey—they simply hold their breath. Sand dragons are most fond of lizards and rodents, though the older they get, the larger the prey. Young adult and adult sand dragons eat goats and jackals, mature adult and older sand dragons go after cattle, camels, crocodiles, and even giant banded lizards (see page 164).

Sand dragons acquire a good deal of treasure, though they have no real use for it aside from bait for prey. They generally bury it in the sand under their lairs, and lie waiting for the sound of shovels digging toward them.

COMBAT

Sand dragons hunt by flying high above the ground, looking for herds of cattle or other concentrations of prey, then wait for nightfall to land and burrow up underneath their targets. Using their tremorsense to determine when an animal is in position, the sand dragon then bursts forth, snatches up the startled

SAND DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12 (19)	10	11	11	10	10	10	+3/–5	+5	+3	+2	+2	1d4 (11)	—
Very young	S	6d12+6 (45)	12	11	13	10	12	10	+6/+3	+8	+5	+3	+4	2d4 (14)	—
Young	M	9d12+9 (67)	14	11	13	12	14	12	+9/+11	+11	+8	+5	+7	4d4 (15)	—
Juvenile	M	12d12+24 (102)	16	11	15	12	16	14	+12/+15	+15	+12	+7	+10	6d4 (18)	—
Young adult	L	15d12+45 (142)	20	11	17	14	16	14	+15/+24	+19	+16	+9	+12	8d4 (23)	19
Adult	L	18d12+72 (189)	24	11	19	14	18	16	+18/+29	+24	+22	+12	+16	10d4 (23)	22
Mature adult	H	21d12+84 (220)	28	11	19	16	18	16	+21/+38	+28	+25	+14	+18	12d4 (24)	23
Old	H	24d12+120 (276)	30	11	21	16	21	18	+24/+42	+32	+29	+16	+21	14d4 (27)	26
Very old	H	27d12+135 (310)	32	11	21	18	21	18	+27/+46	+36	+32	+18	+23	16d4 (28)	27
Ancient	H	30d12+180 (375)	34	11	23	18	24	20	+30/+50	+40	+37	+21	+28	18d4 (31)	30
Wyrm	G	33d12+231 (445)	36	11	25	20	24	20	+33/+58	+42	+45	+24	+31	20d4 (33)	31
Great wyrm	G	36d12+252 (486)	38	11	25	22	26	22	+36/+62	+46	+47	+27	+40	22d4 (36)	34

SAND DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	30 ft., burrow 20 ft., fly 80 ft. (average)	+0	16 (+2 size, +4 natural) touch 12, flat-footed 16	Immunity to fire, tremorsense 60 ft.	—	—
Very young	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	18 (+1 size, +7 natural) touch 11, flat-footed 18		—	—
Young	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	20 (+10 natural) touch 10, flat-footed 20		—	—
Juvenile	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	23 (+13 natural) touch 10, flat-footed 23	*Haboob*	—	—
Young adult	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	25 (–1 size, +16 natural) touch 9, flat-footed 25	DR 5/magic	1st	18
Adult	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	28 (–1 size, +19 natural) touch 9, flat-footed 28	*Dispel water*	3rd	20
Mature adult	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	30 (–2 size, +22 natural) touch 8, flat-footed 30	DR 10/magic	5th	21
Old	30 ft., burrow 20 ft., fly 120 ft. (poor)	+0	33 (–2 size, +25 natural) touch 8, flat-footed 33	*Wall of sand*	7th	23
Very old	30 ft., burrow 20 ft., fly 120 ft. (clumsy)	+0	36 (–2 size, +28 natural) touch 8, flat-footed 36	DR 15/magic	9th	24
Ancient	30 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	38 (–2 size, +31 natural) touch 8, flat-footed 38	*Choking sands*	11th	26
Wyrm	30 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	40 (–4 size, +34 natural) touch 6, flat-footed 40	DR 20/magic	13th	27
Great wyrm	30 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	43 (–4 size, +37 natural) touch 6, flat-footed 43	*Sandstorm*	15th	29

prey in its mouth or claws, and flies off to devour it in privacy. Alternatively, a sand dragon might locate a trade route and bury itself in the sand along the side of the road, waiting for a caravan to pass. Sand dragons rarely attack from the sky; there are simply too few clouds to provide the kind of concealment a sand dragon prefers.

Breath Weapon (Su): A sand dragon has one type of breath weapon, a cone of grit similar to a flaywind (see page 21).

Spell-Like Abilities: At will—*haboob* (juvenile or older); 3/day—*dispel water* (adult or older), *wall of sand* (old or older); 1/day—*choking sands* (ancient or older), *sandstorm* (great wyrm).

Skills: Concentration, Hide, Intimidate, Listen, Move Silently, Sense Motive, Spot, and Survival are considered class skills for sand dragons.

Adult Sand Dragon: CR 12; Large dragon (earth); HD 18d12+72; hp 189; Init +0; Spd 30 ft. (6 squares), burrow 20 ft., fly 120 ft. (poor); AC 28, touch 9, flat-footed 28; Base Atk +18; Grp +29; Atk +24 melee (2d6+7, bite); Full Atk +24 melee (2d6+7, bite), +19 melee (1d8+3, 2 claws), +19 melee (1d6+3, 2 wings), and +19 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities; SQ damage reduction 5/magic, darkvision 120 ft., immunity to fire, sleep, and paralysis, low-light vision, spell resistance 20, tremorsense 60 ft.; AL CN; SV Fort +22, Ref +12, Will +16; Str 24, Dex 11, Con 19, Int 14, Wis 18, Cha 16.

Skills and Feats: Climb +17, Hide +19, Intimidate +24, Knowledge (nature) +6, Listen +24, Move Silently +21, Spellcraft +12, Spot +24, Survival +25; Endurance, Flyby Attack, Improved Overrun, Power Attack, Snatch, Stealthy, Track.

Breath Weapon (Su): 40-ft. cone, damage 10d4, Reflex DC 23 half.

Spell-Like Abilities: At will—*haboob* (DC 16); 3/day—*dispel water.* Caster level 6th.

Frightful Presence (Ex): 180-ft. radius, HD 17 or fewer, Will DC 22 negates.

Spells: As 3rd-level sorcerer.

Typical Sorcerer Spells Known (6/6; caster level 3rd): 0—*daze* (DC 13), *detect magic, flare* (DC 13), *ghost sound, read magic;* 1st—*locate water, mage armor, silent image* (DC 14).

DRY LICH

A dry lich is an especially horrid sort of undead spellcaster, and the ultimate destiny of a walker in the waste (see page 89).

A dry lich is not purposefully evil, but it is absorbed with its own agenda and has little regard for living things. It spends its unnatural existence continuing to spread the waste and preserve whatever it encounters as dry, mummified monuments.

A dry lich is gaunt, skeletal, and usually humanoid (although some monstrous humanoids and aberrations occasionally follow the walker's path). Its flesh is parchment-dry and clings tightly to its bones, and a thick encrustation of glittering white salt covers its body. A weird green light lights its hollow eye sockets. It is garbed as it was in life, which is generally in a simple and practical costume rather than the ornate robes of typical liches. Dry lich clerics usually wear heavy armor, since walkers in the waste had immunity to dehydration and heat effects even before they became undead.

The mysterious Dusty Conclave closely guards the secret of becoming a dry lich, and at least one other dry lich must participate in another's creation.

A dry lich speaks any languages it knew in life.

SAMPLE DRY LICH

This salt-crusted, skeletal horror shines with a terrible inner light as it plunges through a sand dune. Its empty sockets glow green in dreadful contrast.

This example uses an asherati cleric/walker in the waste as the base character.

Dry Lich, Asherati Cleric 5/Walker in the Waste 10
Medium Undead (Augmented Humanoid)
Hit Dice: 15d12+15 (112 hp)
Initiative: +0
Speed: 20 ft. in full plate (4 squares), base speed 30 ft.
Armor Class: 29 (+8 natural, +11 +3 *full plate*), touch 10, flat-footed 29
Base Attack/Grapple: +8/+10
Attack: Touch +10 melee (5d6 dehydration plus Constitution drain) or *+1 scorpion-tail whip* +11 melee (1d4+3 nonlethal plus poison) or light crossbow +8 ranged (1d8/19–20)
Full Attack: Touch +10 melee (5d6 dehydration plus Constitution drain) or *+1 scorpion-tail whip* +11/+6 melee (1d4+3 nonlethal plus poison) or light crossbow +8 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Aura of despair, Constitution drain, desiccating touch 5d6, greater drought, *pillar of salt* 1/day, rebuke undead 4/day (+5, 2d6+6, 5th), the wasting 1/day
Special Qualities: +6 turn resistance, asherati traits, body lamp, create sand golem, create salt mummy, damage reduction 10/bludgeoning and magic, darkvision 60 ft., fast healing 2, immunity to dessication, heat, polymorph, and mind-affecting spells and abilities, low-light vision, sandswim, undead traits, unholy toughness, water weakness, withered toughness
Saves: Fort +11, Ref +10, Will +20
Abilities: Str 14, Dex 10, Con —, Int 12, Wis 25, Cha 12
Skills: Concentration +12, (+16 casting defensively), Hide +5 (+7 sand), Intimidate +12, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (nature) +6, Knowledge (religion) +7, Listen +15, Move Silently +5, Search +9, Spellcraft +13, Spot +15, Survival +15 (+17 to avoid becoming lost, aboveground)
Feats: Combat Casting, Heat Endurance[†,B], Exotic Weapon Proficiency (scorpion-tail whip), Improved Heat Endurance[†,B], Lightning Reflexes, Spell Penetration, Scorpion's Sense[†], Track
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 18
Treasure: Standard coins; standard goods; double items
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: +5

† New feat described in Chapter 2.

Combat

A dry lich's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

The Will save against this dry lich's aura of despair and Constitution drain has a DC of 18; the save DC is Charisma-based.

Asherati Traits: Asheratis are naturally dry, and are vulnerable to contact with water. If completely wet, an asherati takes a –1 penalty on attack rolls, ability checks, and skill checks. If submerged in water, an asherati cannot hold her breath and must immediately begin making Constitution checks to avoid drowning.

Asheratis must still drink water to survive, but only one-quarter the amount of water per day that humanoids of their size must normally consume to avoid dehydration.

Body Lamp (Su): This dry lich can make its skin glow at will, shedding light to 60 feet and shadowy illumination to 120 feet. The light is sufficient for the lich to navigate by while sandswimming in loose sand, dust, or ash. Once per day as a free action, the dry lich can bring its skin up to full brilliance so rapidly it might dazzle creatures within 30 feet. A creature can make a DC 18 Fortitude save to negate the effect. The save DC is Charisma-based.

Create Sand Golem (Ex): This dry lich can create a sand golem (see page 182).

Create Salt Mummy (Su): Invested with the dark power of the waste, this dry lich is able to preserve and animate a corpse as a salt mummy (see page 94).

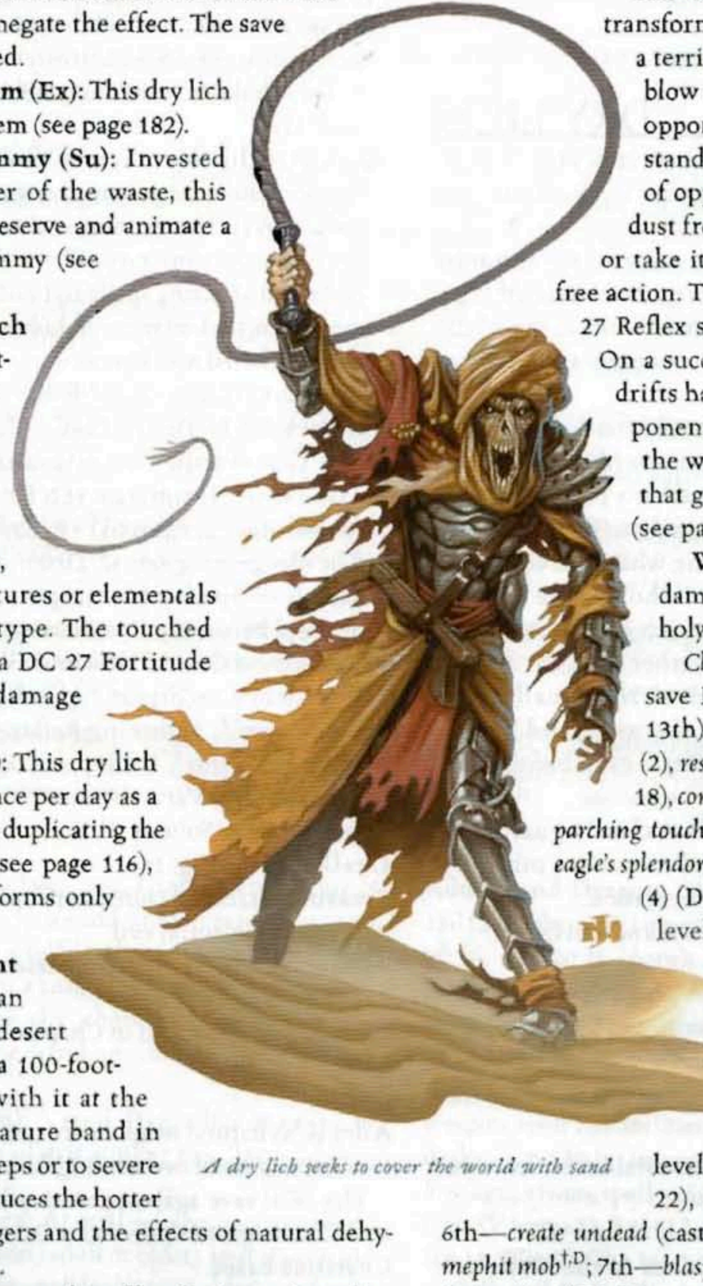
Desiccating Touch (Su): As a touch attack, this dry lich can drain moisture from a living creature. This attack deals 5d6 points of dessication damage, or 5d8 to plant creatures or elementals with the water subtype. The touched creature can make a DC 27 Fortitude save to reduce the damage to half.

Pillar of Salt (Sp): This dry lich can use *flesh to salt* once per day as a 10th-level spellcaster, duplicating the effects of the spell (see page 116), except that it transforms only one creature.

Greater Drought (Su): This dry lich can produce extreme desert conditions within a 100-foot-radius emanation with it at the center. The temperature band in that area rises by 2 steps or to severe heat, whichever produces the hotter result. See heat dangers and the effects of natural dehydration in Chapter 1.

A dry lich can suppress this effect for 1 round as a free action, but it renews automatically the next round unless it consciously suppresses it again.

Immunity to Dessication (Ex): This dry lich has immunity to any spell or effect that deals magical dessication damage, as well as to any damage that results from failed Constitution checks to resist the effects of dehydration. This dry lich cannot become dehydrated (as the condition; see page 15).



A dry lich seeks to cover the world with sand

Illus. by J. Nelson

Sandswim (Su): This dry lich gains a burrow speed equal to its base land speed while wearing light armor or carrying a light load and traveling through sand, ash, or other loose soil. This speed drops to 5 feet with a heavier load or if the lich tries to drag a Medium or larger creature along.

The Wasting (Su): This dry lich can transform a handful of dust or sand into a terrible disease. Once per day, it can blow the sand into the face of a living opponent with 20 feet. Doing so is a standard action that provokes attacks of opportunity. The lich can pick up dust from the ground as a move action or take it from a component pouch as a free action. The opponent is entitled to a DC 27 Reflex save to avoid inhaling the dust. On a success, the dust has no effect and drifts harmlessly to the ground. An opponent that fails this save contracts the wasting, a supernatural affliction that gradually mummifies its victims (see page 21).

Water Weakness: All water deals damage to this dry lich as if it were holy water.

Cleric Spells Prepared (6/8/8/7/6/5/4/3; save DC 17 + spell level; caster level 13th): 0—*detect magic* (2), *read magic* (2), *resistance* (2); 1st—*cause fear* (3) (DC 18), *command* (2) (DC 18), *divine favor* (2), *parching touch*$^{\dagger,\mathrm{D}}$ (DC 18); 2nd—*align weapon*, *eagle's splendor*, *silence*, *sound burst* (2), *desiccate*$^{\dagger,\mathrm{D}}$ (4) (DC 19); 3rd—*animate dead* (caster level 14th) (2), *dispel magic*, *haboob*† (2), *searing light*, *wither*$^{\dagger,\mathrm{D}}$; 4th—*dismissal* (DC 21), *dispel water*$^{\dagger,\mathrm{D}}$ (DC 21), *divine power* (2), *giant vermin*, *greater magic weapon*; 5th—*dispel good*$^{\mathrm{D}}$ (caster level 14th; DC 22), *flame strike* (2) (DC 22), *slay living* (DC 22), *true seeing*; 6th—*create undead* (caster level 14th), *harm* (2) (DC 23), *mephit mob*$^{\dagger,\mathrm{D}}$; 7th—*blasphemy*$^{\mathrm{D}}$ (caster level 14th; DC 24), *destruction* (DC 24).

† New spell described in Chapter 5.

D: Domain spell. Domains: Evil (cast evil spells at +1 caster level), Thirst† (rebuke or command oozes 4/day [+1, 2d6+6, 5th]).

† New domain described on page 108.

Possessions: +3 full plate, +1 scorpion-tail whip†, masterwork light crossbow with 20 +1 bolts, *periapt of Wisdom +4, cloak of resistance +4*, 2 scrolls of *horrid wilting*, eye ointment (250 gp).

† New weapon described on page 98.

CREATING A DRY LICH

"Dry lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required canopic jars and undergo the Sere Rite (see below).

A dry lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The base creature's natural armor class bonus increases by 5.

Attack: A dry lich retains the desiccating touch of the base creature. If the base creature can use weapons, a dry lich retains this ability. A creature with natural weapons retains those weapons. A dry lich fighting without weapons uses either its desiccating touch or its primary natural weapon (if it has any). A dry lich armed with a weapon uses its touch or its weapon, as it desires.

Full Attack: A dry lich fighting without weapons uses either its desiccating touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a desiccating touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A dry lich without natural weapons has a desiccating touch attack that deals 5d6 points of dessication damage (or 5d8 points to plants and elementals of the water subtype) to living creatures; a Fortitude save (DC 15 + dry lich's Wis modifier) halves the damage. A dry lich with natural weapons can use its desiccating touch attack or its natural weapons as it prefers. If it chooses the latter, it deals an extra 5d6 points of dessication damage on one natural weapon attack.

Special Attacks: A dry lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 dry lich's HD + Cha modifier unless otherwise specified.

Aura of Despair (Su): A dry lich is surrounded by a terrible sense of age, loss, and death. Any creature within a 60-foot radius must succeed on a Will save or be shaken for 1d4 rounds. A creature that successfully saves cannot be affected again by the same dry lich's aura of despair for 24 hours.

Constitution Drain (Su): Any living creature a dry lich hits with its touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain. With each successful drain, the dry lich gains 5 temporary hit points.

Special Qualities: A dry lich retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A dry lich has +6 turn resistance.

Damage Reduction (Su): A dry lich's salt-cured flesh is leathery and tough, giving it damage reduction 10/bludgeoning and magic.

Fast Healing (Ex): A dry lich recovers 2 points of damage each round as long as it is in an arid environment. A humid climate, water-based effects such as a *fog cloud* spell, or immersion in water prevent fast healing.

Immunities (Ex): Dry liches have immunity to dehydration, heat, polymorph (though they can use polymorph effects on themselves), and mind-affecting spells and abilities.

Unholy Toughness (Ex): A dry lich gains a bonus to its hit points equal to its Charisma bonus (minimum +1) times its Hit Dice.

Water Weakness: All water deals damage to a dry lich as if it were holy water.

Abilities: Increase from the base creature as follows: Str +2, Wis +4, Cha +2. As an undead creature, a dry lich has no Constitution score.

Skills: Dry liches have a +8 racial bonus on Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any deserts.

Organization: Solitary or patrol (1 dry lich, plus 1–2 salt mummies and 2–4 sand golems).

Challenge Rating: Same as the base creature +3.

Treasure: Standard coins; standard goods; double items.

Alignment: Any nongood.

Advancement: By character class.

Level Adjustment: Same as the base creature + 5.

The Sere Rite

To become a dry lich, a walker in the waste who has reached 10th level in that prestige class must undergo the Sere Rite. This ritual requires the participation of at least one other dry lich, and the prospective dry lich must also craft a set of five canopic jars in which to preserve its internal organs. (See page 94 for more information.) These jars retain the dry lich's life force, and unless they are destroyed, a slain dry lich resurrects within 1d6 weeks after its destruction.

The canopic jars have a caster level equal to the creator's at the time of creation. They are Tiny objects, made of magically hardened clay or ceramic and having 40 hit points, hardness 20, and a break DC of 40.

DUNE HAG

Large Monstrous Humanoid
Hit Dice: 5d8+15 (37 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +5/+14
Attack: Claw +10 melee (1d6+5)
Full Attack: 2 claws +10 melee (1d6+5) and bite +5 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, enthrall, spell-like abilities
Special Qualities: Damage reduction 2/—, darkvision 60 ft., spell resistance 18
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 21, Dex 13, Con 16, Int 12, Wis 12, Cha 15
Skills: Bluff +8, Climb +9, Intimidate +6, Listen +6, Spot +6, Survival +5
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Solitary or covey (2–4 dune hags plus 1–8 ogres and 1–4 evil giants)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —

This creature looks like an extraordinarily tall but decrepit female human, dressed in filthy robes and a ragged burnoose. Her skin is a sickly greenish-brown, her hair iron-gray, and her rotting teeth brown and black.

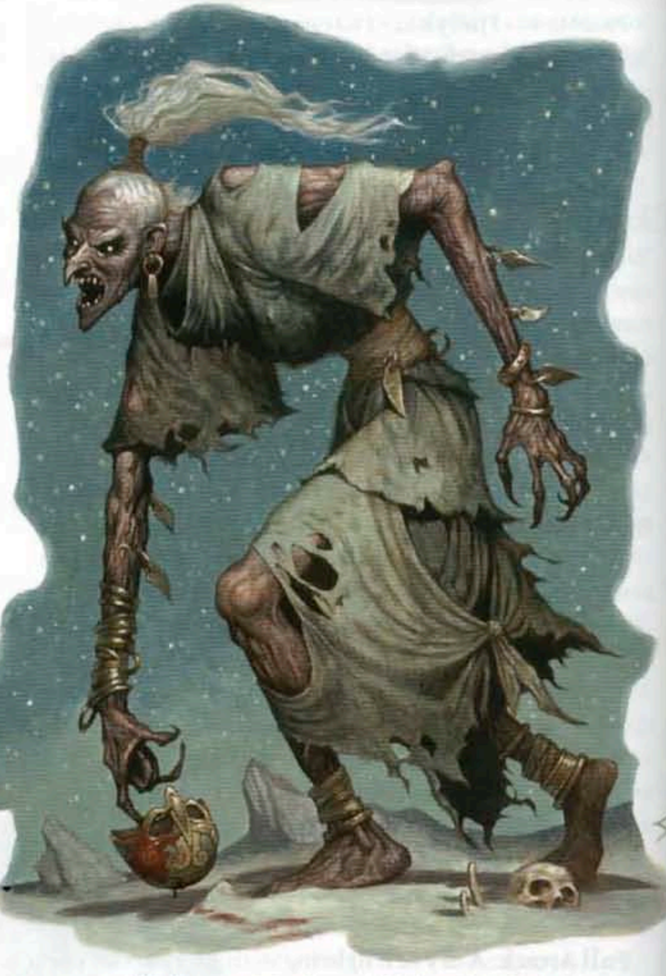
Wasteland cousins of the annis, dune hags use their *disguise self* and enthrall abilities to lure victims to their deaths. Dune hags enjoy the taste of humanoid flesh, and they take great risks to procure a meal of it whenever possible.

A dune hag stands just over 8 feet tall and weighs some 350 pounds.

Dune hags speak Common and Giant.

COMBAT

Dune hags do not like engaging in direct confrontation; they prefer to lure their victims to out-of-the-way places, where they either ambush the victim with superior numbers, trick the victim into some suicidal action, or simply wait until the victim is sleeping. To this end, they employ their *disguise self* ability to get close to unsuspecting victims, and try to kiss the victim before drawing him or her to some secluded spot for a "tryst." If found out, a dune hag tries to kiss at least one enemy before fleeing, though she eventually returns to try to lure the enthralled victim to its death.



The beauty of the desert might be a dune hag

Illus. by S. Prescott

Improved Grab (Ex): To use this ability, a dune hag must hit a creature of any size with its claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

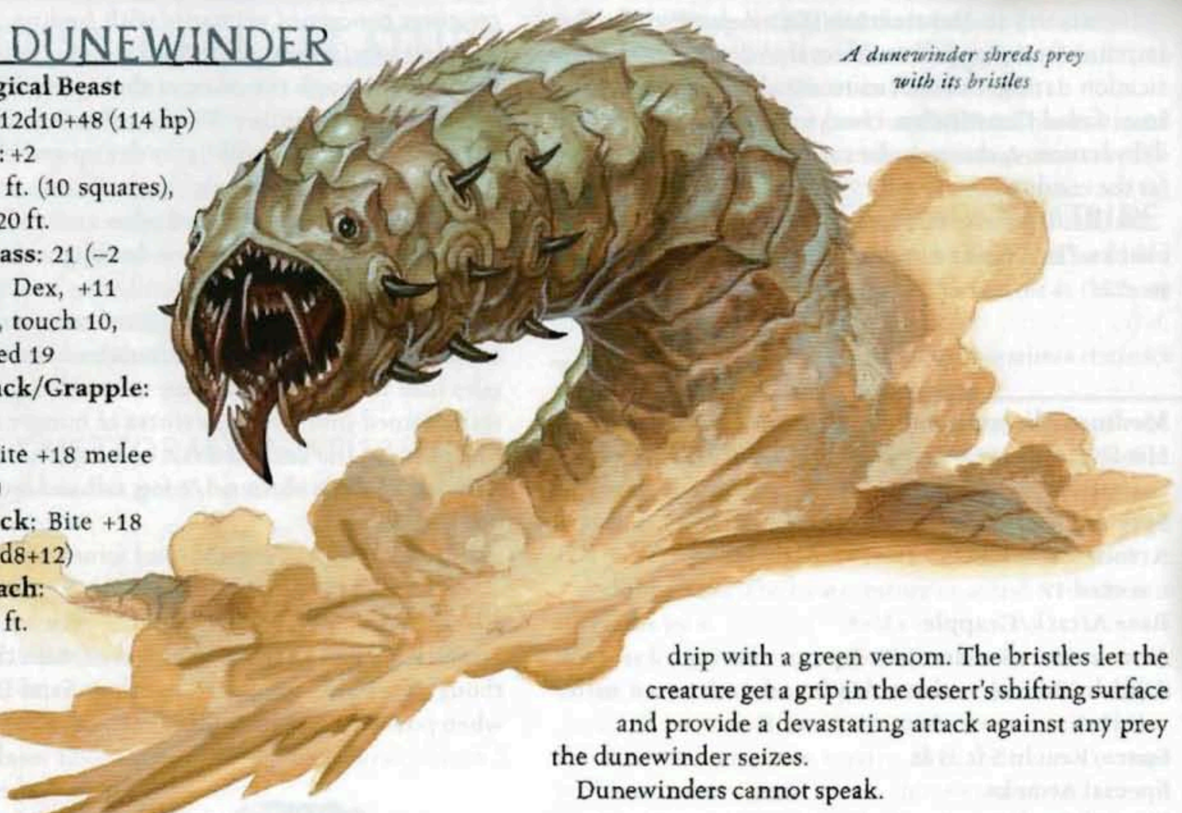
Enthrall (Su): A dune hag can mentally enslave any humanoid it kisses. If the target is not willing to be kissed, the dune hag must start a grapple with the target. Once kissed, the target must succeed on a DC 15 Will save to negate the effect of the enthrallment. An enthralled target sees the dune hag as a beautiful desert princess, and firmly believes that the hag form everyone else sees is the illusion. The effect is otherwise like a *charm person* spell, except that the target can attempt a new save whenever he sees the dune hag in her true form, or he is presented with incontrovertible evidence that she means to harm the victim.

Spell-Like Abilities: 3/day—*disguise self, haboob*†, *skin of the cactus*†; 1/day—*hallucinatory terrain*. Caster level 7th.

† New spell described in Chapter 5.

DUNEWINDER

Huge Magical Beast
Hit Dice: 12d10+48 (114 hp)
Initiative: +2
Speed: 50 ft. (10 squares), burrow 20 ft.
Armor Class: 21 (–2 size, +2 Dex, +11 natural), touch 10, flat-footed 19
Base Attack/Grapple: +12/+28
Attack: Bite +18 melee (2d8+12)
Full Attack: Bite +18 melee (2d8+12)
Space/Reach: 15 ft./10 ft.



A dunewinder shreds prey with its bristles

Illus. by J. Nelson

Special Attacks: Breath weapon, death throes, improved grab, poison, shred
Special Qualities: Darkvision 60 ft., immunity to dessication and fire, tremorsense 60 ft., vulnerability to cold
Saves: Fort +12, Ref +10, Will +5
Abilities: Str 26, Dex 15, Con 19, Int 5, Wis 12, Cha 12
Skills: Hide +2*, Listen +8, Spot +8, Survival +6
Feats: Alertness, Awesome Blow, Improved Bull Rush, Power Attack, Snatch
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Usually neutral
Advancement: 13–18 HD (Huge); 17–36 HD (Gargantuan)
Level Adjustment: —

An enormous, bristling worm flings itself across a dune, mouth gaping. Its skin is a mottled reddish-brown.

Dunewinders are a distant cousins of the remorhaz, native to waste climates instead of arctic zones. Their most distinctive characteristic is their sidewinding motion, which allows them to traverse loose sand with amazing speed.

A dunewinder's long, mottled body can reach 40 feet in length, and it is covered with stiff, sharp bristles that drip with a green venom. The bristles let the creature get a grip in the desert's shifting surface and provide a devastating attack against any prey the dunewinder seizes.

Dunewinders cannot speak.

COMBAT

Dunewinders do not have the wide maw of other serpentine creatures, so they "tenderize" a meal before consuming it. Generally a dunewinder lies in ambush, using its natural coloration to blend in with the sand. When it attacks, it rears up suddenly to blast prey with its breath weapon. It then wraps around the victim, shredding it with its poisonous bristles.

Breath Weapon (Su): 60-ft. line, once per hour, 10d6 fire, Reflex DC 20 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a dunewinder explodes in a blast of spiked flesh that deals 12d4 points of piercing damage to everything within 60 feet (Reflex half DC 20). The save DC is Constitution-based. In addition, all creatures injured by this attack must make Fortitude saves or be poisoned (see Poison, below).

Improved Grab (Ex): To use this ability, a dunewinder must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it can shred its opponent.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Shred (Ex): On a successful grapple check, a dunewinder crushes the creature it has grabbed, dealing 3d4+12 points of piercing damage. In addition, the bristles inject poison into the wounds.

Immunity to Dessication (Ex): A dunewinder has immunity to any spell or effect that deals magical dessication damage, as well as to any damage that results from failed Constitution checks to resist the effects of dehydration. A dunewinder cannot become dehydrated (as the condition; see page 15).

Skills: Dunewinders have a +8 racial bonus on Hide checks. *In a sandy environment, this bonus increases to +12.

DUSTBLIGHT

Medium Aberration
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: 30 ft. (6 squares), burrow 30 ft.
Armor Class: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple: +3/+8
Attack: Bite +8 melee (1d8+5)
Attack: Bite +8 melee (1d8+5) and 2 claws +6 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, tremorsense 60 ft.
Saves: Fort +2, Ref +6, Will +6
Abilities: Str 20, Dex 17, Con 12, Int 6, Wis 14, Cha 8
Skills: Craft (trapmaking) +2, Hide +5, Listen +3, Spot +3
Feats: Lightning Reflexes, Multiattack, Sand Dancer^{B}
Environment: Warm deserts
Organization: Solitary, pair, or cavalry (2–4 riding ashworms)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment: +3

This revolting, stooped humanoid appears to be composed of dark gray ash, through which rivulets of blood flow like exposed veins. Its mouth gapes with terrible teeth, and its claws look eager for fresh victims.

Although not especially intelligent, dustblights are wily wasteland hunters. They can move equally well through sand and above it, and they often lie in wait beneath a thin coating of sand for those unlucky enough to be deemed prey.

Lurking in desolate wastelands, dustblights are solitary creatures concerned primarily with feeding. Like other creatures require meat, dustblights require the liquid blood that runs through the veins of their prey, which keeps them moist and limber. Where other creatures would starve without food, dustblights dry up and blow away if they don't consume enough blood.

Dustblights are very fond of ashworms and often keep them as others keep bees. Some dustblights have learned to ride ashworms.

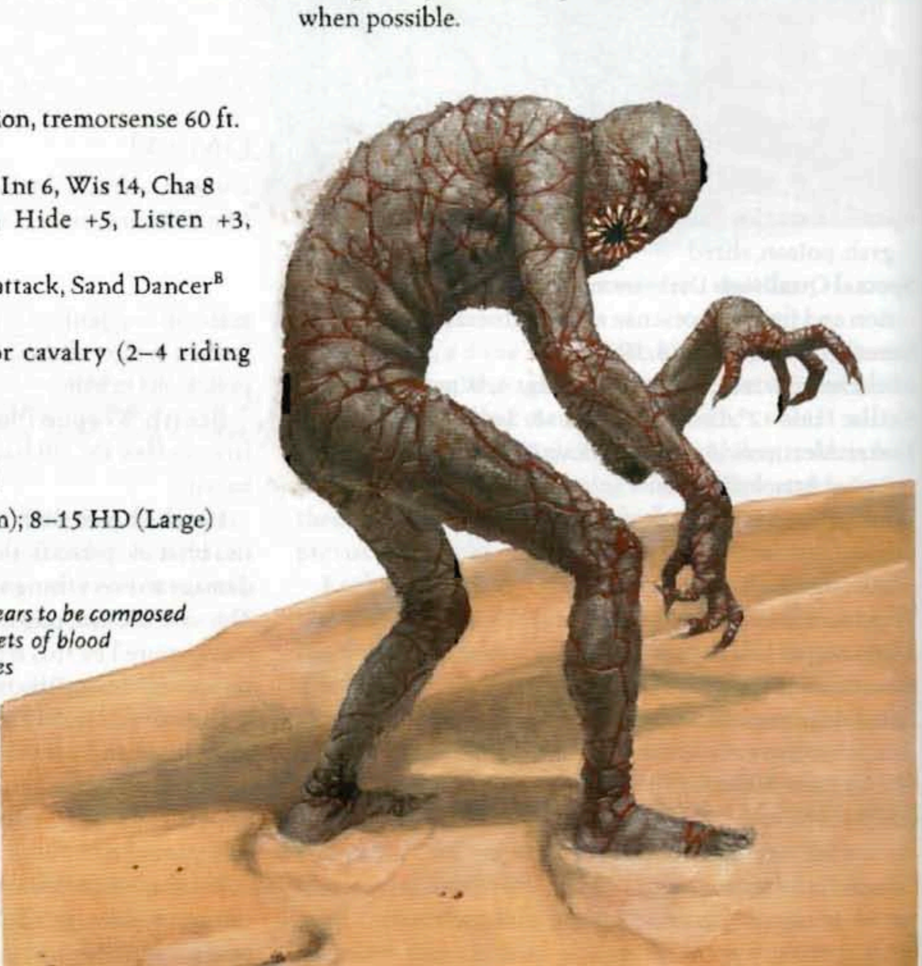
Dustblights and asheratis are mortal enemies—asheratis hunt dustblights without hesitation or remorse. Some tales hint that dustblights were once asheratis that were transformed into awful creatures of hunger and deceit by a curse of the deep desert.

A dustblight is about 6-1/2 feet tall and weighs about 230 pounds.

Dustblights speak Asherati and sometimes Common.

COMBAT

Dustblights like to move in and rend with their claws, though they also attempt to use their Sand Dancer feat when possible.



Dustblights thirst for the vital fluids of other creatures

Illus. by S. Belledin

DUSTFORM CREATURE

The dust of the waste is not all arid dirt and fine sand. Creatures long-dead eventually become dust, and as dust they can return.

Dustform creatures appear more or less as they did in life, though in form only. Even casual observation reveals that they are composed entirely of compacted dust, like realistic but not quite finished statues.

Dustform creatures understand whatever languages they understood in life, though they can no longer speak them.

SAMPLE DUSTFORM CREATURE

This example uses a giant banded lizard as the base creature.

Dustform Giant Banded Lizard

Huge Construct
Hit Dice: 10d10 (55 hp)
Initiative: –1
Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.
Armor Class: 17 (–2 size, –1 Dex, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple: +7/+26
Attack: Claw +16 melee (2d6+11) or slam +16 melee (2d6+11)
Full Attack: 2 claws +16 melee (2d6+11) or 2 slams +16 melee (2d6+11), and bite +11 melee (2d8+6)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Blindsight, construct traits, damage reduction 5/magic, low-light vision, scent
Saves: Fort +10, Ref +4, Will +5
Abilities: Str 32, Dex 8, Con —, Int —, Wis 10, Cha 5
Skills: Climb +14, Hide –1*, Listen +7, Spot +4
Feats: Alertness, Cleave, Improved Overrun, Power Attack
Environment: Warm deserts and evaporated seas
Organization: Solitary
Challenge Rating: 9
Alignment: Always neutral
Advancement: 11–14 HD (Huge); 15–30 HD (Gargantuan)
Level Adjustment: —

This massive reptile has powerful jaws, sharp claws, and a thick, heavy tail. While it appears as though faint bands of color might mark the lizard's skin, the shading is occluded by the shifting dust of which the creature seems composed.

Combat

A dustform giant banded lizard is an aggressive and deadly foe. Its already potent combat abilities have been enhanced with a devastating breath weapon and construct immunities.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 5d6 from dust and grit, Reflex DC 13 half. The save DC is Charisma-based.

Skills: *The dustform giant banded lizard has a +8 racial bonus on Hide checks in sandy environments.

CREATING A DUSTFORM CREATURE

"Dustform" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

A dustform creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d10s.

Armor Class: The base creature's natural armor bonus increases by 5.

Attack: A dustform creature retains all the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the dustform creature retains this ability. A creature with natural weapons retains those natural weapons. A dustform creature fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A dustform creature armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A dustform creature fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Dustform creatures have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the dustform creature's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A dustform creature loses all the special attacks of the base creature, but gains those described below. Saves have a DC of 10 + 1/2 dustform creature's HD + dustform creature's Cha modifier unless noted otherwise.

Breath Weapon (Su): As a standard action every 2d4 rounds, a dustform creature can spew out a 10-foot cone of dust and sand. The cone deals 1d6 points of damage for each 2 Hit Dice the creature possesses, and creatures within the area can make Reflex saves for half damage. The save DC is Charisma-based.

If the base creature already has a breath weapon, that breath weapon changes to sand, with a Charisma-based saving throw DC. Otherwise, all details remain the same. For example, a dustform juvenile blue dragon could spew forth a line of sand (rather than lightning) once every 1d4 rounds, dealing 8d8 points of damage, with a Reflex save DC of 19.

Special Qualities: A dustform creature retains all the special qualities of the base creature and gains the following abilities:

Blindsight (Ex): Dustform creatures are blind, but they can sense all creatures within 60 feet as a sighted creature would by detecting subtle vibrations in the air around them. Beyond that range, they treat all targets as having total concealment.

Construct Traits: Constructs have immunity to poison, sleep, paralysis, stunning, and mind-affecting spells and abilities. They are not subject to extra damage from critical hits or flanking. In addition, a dustform creature cannot be polymorphed into a nondustform creature.

Damage Reduction (Su): Dustform creatures have damage reduction 5/magic. A dustform creature's own natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Adjust the base creature's abilities as follows: Str +4, Dex –2. As a construct, a dustform creature has no Constitution or Intelligence score.

Skills: Dustform creatures have a +8 racial bonus on Hide checks made in a sandy or dusty environment. Otherwise same as the base creature.

Environment: Dustform creatures are found exclusively in deserts and wastelands.

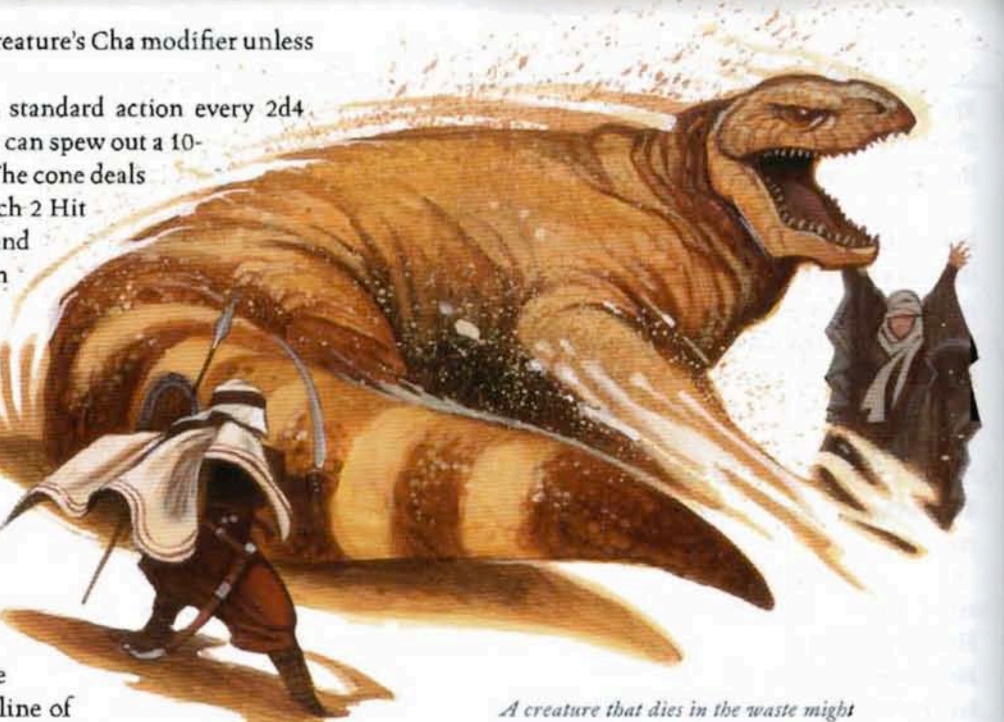
Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Always neutral.

Advancement: None.

Level Adjustment: Same as the base creature +2.



A creature that dies in the waste might return as a dustform creature

Illus. by W. O'Connor

Dustform Creature Weaknesses

Dustform creatures have one fatal weakness. A critical hit with a bludgeoning weapon forces the dustform creature to make a Will save to remain cohesive; otherwise it dissolves into lifeless dust again. The DC for the Will save is equal to 10 + damage dealt.

DUST TWISTER

Medium Elemental (Air, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +5

Speed: 60 ft. (12 squares), fly 5 ft. (perfect)

Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: Slam +8 melee (1d6+1)

Full Attack: Slam +8 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., elemental traits, strength of the whirlwind

Saves: Fort +3, Ref +9, Will +1

Abilities: Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +4

Feats: Combat Reflexes, Flyby Attack, Weapon Finesse^{B}

Environment: Warm deserts

Organization: Solitary, company (2–4), or band (6–15)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment: —

A slender twister races across the desert, like a waterspout of sand and dust, though it moves with purpose.

A dust twister sometimes results from the union of an air elemental and a jann. While extraplanar in nature, most are consigned to the Material Plane, and they favor forlorn deserts and hidden oases where they can bedevil any janni they find.

A dust twister usually appears as a slender cylinder of wind and sand that can reach a height of 20 feet. When carrying a "rider" or a load, the load appears at the base of the twister 5 feet above the ground, visible within the 5-foot-diameter swirling core but apparently untouched by the scouring winds.

Carrying Capacity: A dust twister is treated as a large quadruped, and benefits from its strength of the whirlwind ability, when determining its carrying capacity. A light load for a dust twister is up to 460 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,300 pounds. A dust twister cannot drag an item.

COMBAT

A dust twister uses a portion of its whirling form to blast foes with its slam attack.

Strength of the Whirlwind (Ex): A dust twister uses its Dexterity score to determine its carrying capacity.

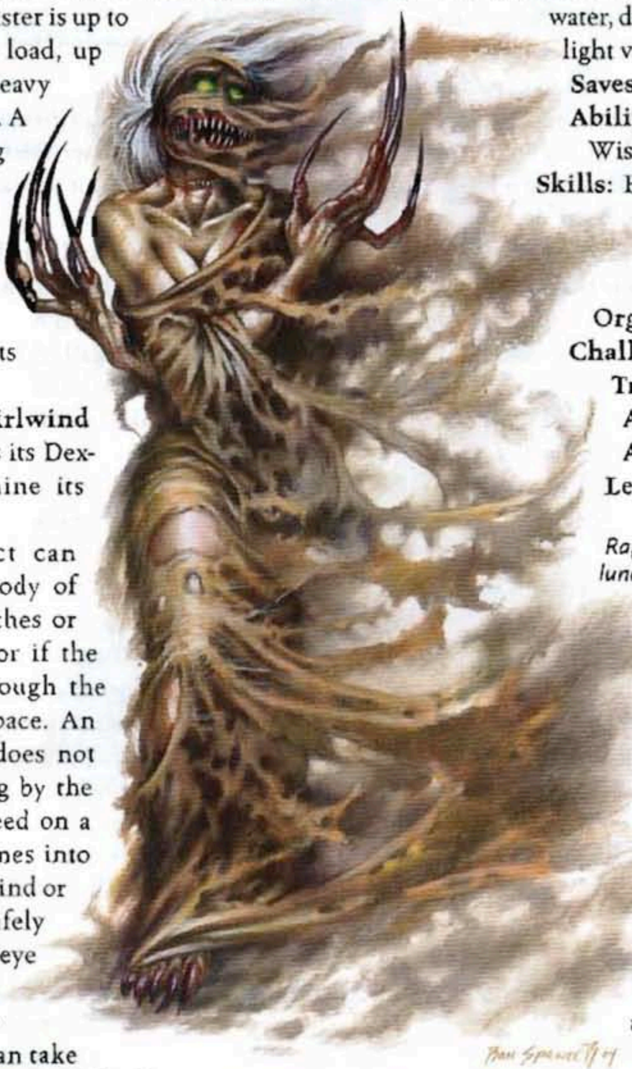
A creature or object can be caught up in the body of a dust twister if it touches or enters the whirlwind, or if the dust twister moves through the creature's or object's space. An affected creature that does not wish to be carried along by the dust twister must succeed on a Reflex save when it comes into contact with the whirlwind or be picked up and held safely suspended in the calm eye of the twister. A creatures held within the eye of the dust twister can take a move action to extricate itself. If a dust twister wishes, it can expel its passenger in a precipitous manner, dealing 1d6 points of damage to the passenger or cargo as it is dropped upon the ground.

FORLORN HUSK

Medium Undead
Hit Dice: 3d12 (19 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +1/+5
Attack: Claw +5 melee (1d6+4)
Full Attack: 2 claws +5 melee (1d6+4) and bite +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, improved grab, water drain
Special Qualities: Damage reduction 5/magic, drawn to water, darkvision 60 ft., fast healing 2, low-light vision, spider climb, undead traits
Saves: Fort +1, Ref +4, Will +4
Abilities: Str 18, Dex 17, Con —, Int 11, Wis 13, Cha 10
Skills: Hide +6, Listen +6, Move Silently +6, Spot +6
Feats: Alertness, Multiattack
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: By character class
Level Adjustment: —

Ragged, withered, and yammering with lunatic glee, this humanoid creature has eyes that seem to give off a green glow. Its smile is jagged with overlarge and pointed slabs of grinding bone, while its hands are heavy with yellowed, foul claws.

A forlorn husk sometimes results when a humanoid dies of thirst in the desert. Wild and savage, it roams the sands seeking the moisture it was denied in life. Equipped with sharp teeth and claws, a forlorn husk slaughters the living to drink the body fluids that quench its unholy thirst.



Forlorn husks are not afraid to hunt the living by day

Illus. by R. Spencer

A forlorn husk appears mostly the same as it did in life, except that its skin takes on a parchmentlike quality, its teeth and fingernails develop wicked points, and its eyes gleam with a pale green luminescence.

A forlorn husk speaks Common, as well as any languages it spoke when alive.

COMBAT

A forlorn husk is virtually fearless in its quest for moisture, sneaking into camps and houses to attack sleeping victims, then creeping out again just as quietly, leaving behind desiccated corpses. After dealing claw or bite damage, a forlorn husk attempts to grapple its victim, sucking the creature's body fluids out through the open wound.

A forlorn husk can sometimes be tricked away from a victim by presenting it with water, as described in the drawn to water ability, below.

Create Spawn (Su): A humanoid or monstrous humanoid slain by the dessication damage caused by a forlorn husk's water drain attack rises as a forlorn husk 1d2 days later.

Drawn to Water (Ex): If presented with a source of visible water, a forlorn husk must attempt a DC 15 Will save; if it fails, it relinquishes its grip on any victim it might have and goes after the water instead (possibly attempting to disarm the creature holding it). The forlorn husk then spends its next turn drinking the water as a full-round action. A forlorn husk can even be tricked into drinking holy water in this fashion, though it is allowed a DC 15 Wisdom check to see if it notices that it is about to drink something that can harm it. A forlorn husk that is attacked before it can drink the water immediately turns to that foe and resumes its attacks. Only if left unassaulted during this turn does it consume the water it seizes.

Improved Grab (Ex): To use this ability, a forlorn husk must hit a creature with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can drain water from the victim.

Spider Climb (Su): A forlorn husk can climb sheer surfaces as though under the effect of a *spider climb* spell.

Water Drain (Ex): If a living target has an open wound, a forlorn husk can drain moisture from the victim by making a successful grapple check. Each such attack deals 2d6 points of dessication damage to the victim. On each such successful attack, the forlorn husk gains 5 temporary hit points that last for up to 1 hour.

GIANT BANDED LIZARD

Huge Animal
Hit Dice: 10d8+60 (105 hp)
Initiative: +0
Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.
Armor Class: 13 (–2 size, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple: +7/+24
Attack: Bite +14 melee (2d8+9)
Full Attack: Bite +14 melee (2d8+9) and 2 claws +9 melee (2d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, poison
Special Qualities: Low-light vision, scent
Saves: Fort +13, Ref +3, Will +3
Abilities: Str 28, Dex 10, Con 23, Int 2, Wis 10, Cha 5
Skills: Climb +12, Listen +7, Spot +4
Feats: Alertness, Cleave, Improved Overrun, Power Attack
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 7
Alignment: Always neutral
Advancement: 11–14 HD (Huge); 15–30 HD (Gargantuan)
Level Adjustment: —

.Obumps, and it has a thick, heavy tail. Its sharp claws are outmatched only by its powerful jaws.

Resembling some kind of dinosaur, the giant banded lizard prowls the deserts and scrublands, constantly in search of prey. Virtually fearless, it attacks any creature that crosses its lumbering path.

Up to 30 feet long, and weighing close to eight tons, a giant banded lizard moves slowly. Its long, forked tongue flickers constantly in search of prey. Its hide is covered in tubercles, or beads, usually colored orange, but sometimes found in pink, yellow, or white. A giant banded lizard's black head is streaked with orange.

COMBAT

A giant banded lizard attacks any creature its own size or smaller without hesitation. As it holds a creature fast in its mouth, a giant banded lizard pumps the creature full of venom secreted from its lower jaw.

Improved Grab (Ex): To use this ability, a giant banded lizard must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attempts to deal bite damage each round thereafter.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 2d4 Str. The save DC is Constitution-based.

HALF-JANNI

These products of crossbreeding between jann and more mundane races are rare, but over thousands of years of walking the same deserts and sharing the same oases, the incidences of half-jann have naturally become more numerous. Half-jann owe much, in terms of power and appearance, to their janni heritage, but they can still pass for members of their other parent's race—albeit with an air of otherworldly majesty.

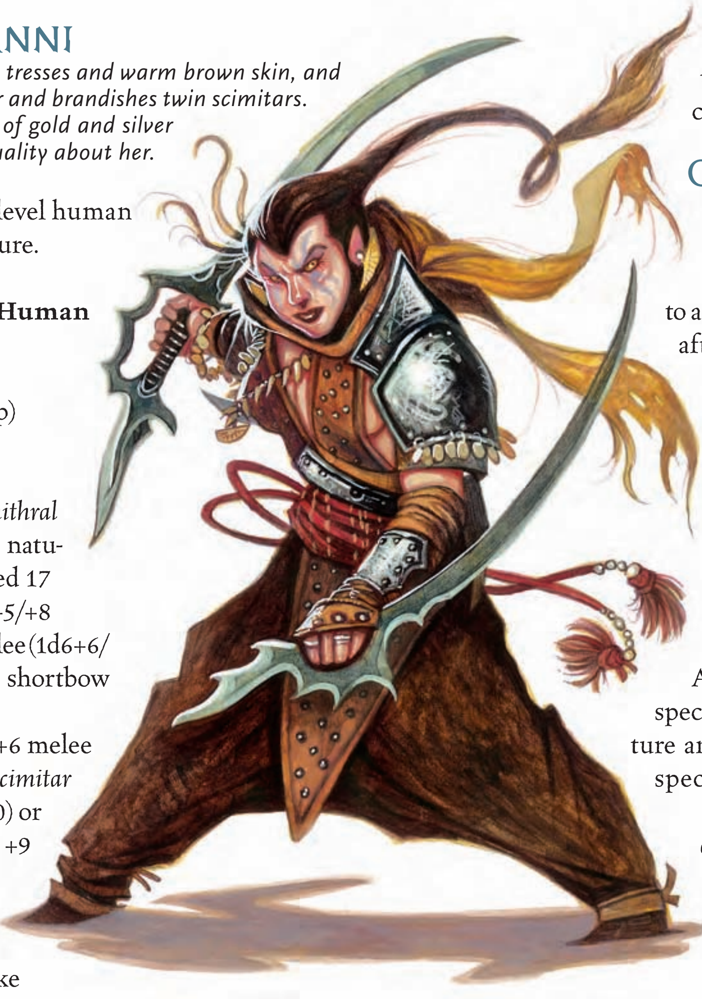
Half-jann are most prevalent in human societies that make their homes in the deserts, although some desert-dwelling elf tribes have bred with the jann as well. Dwarven half-jann are considerably more rare, except where deserts give way to the kinds of mountainous terrains that dwarves favor. Certain halfling and gnome clans—those given to the nomadic lifestyle favored by the jann—have produced half-jann, while orc–jann crossbreeds are virtually unheard of.

Half-jann typically have warm-hued skin with a hint of red or gold.

SAMPLE HALF-JANNI

This elegant lady has raven tresses and warm brown skin, and she is dressed in light armor and brandishes twin scimitars. She wears jingling baubles of gold and silver and has an otherworldly quality about her.

This example uses a 5th-level human fighter as the base creature.



Half-jann are the offspring of desert genies

Half-Janni 5th-Level Human Fighter
Medium Humanoid
Hit Dice: 5d10+10 (42 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 20 (+2 *mithral chain shirt*, +3 Dex, +1 natural), touch 13, flat-footed 17
Base Attack/Grapple: +5/+8
Attack: *+1 scimitar* +10 melee (1d6+6/18–20) or masterwork shortbow +9 ranged (1d6/×3)
Full Attack: *+1 scimitar* +6 melee (1d6+6/18–20) and *+1 scimitar* +6 melee (1d6+4/18–20) or masterwork shortbow +9 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: *Planar jaunt*, resistance to fire 5
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 16, Con 14, Int 12, Wis 10, Cha 12
Skills: Climb +11, Intimidate +9, Ride +11
Feats: Improved Initiative^{B}, Mounted Combat^{B}, Ride-By Attack^{B}, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar)^{B}
Environment: Warm deserts and mountains
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

COMBAT

This half-janni whirls into combat, leading with her scimitars. She has the skill to fight from the back of a mount, and she might be encountered atop a war camel (see page 193).

This half-janni's caster level for her spell-like abilities is 5th, and her *planar jaunt* can last for up to 5 minutes.

CREATING A HALF-JANNI

"Half-janni" is an inherited template that can be added to any humanoid creature (hereafter referred to as the base creature).

A half-janni uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The base creature's natural armor improves by 1.

Special Attacks: A half-janni retains all the special attacks of the base creature and also gains the following special attacks.

Spell-Like Abilities: 1/day—*enlarge person, invisibility, reduce person, speak with animals.* Caster level equals the half-janni's HD.

Special Qualities: A half-janni retains all the special qualities of the base creature and also gains the following special qualities.

Planar Jaunt (Sp): Once per day, a half-janni can travel to any elemental plane, the Astral Plane, or the Material Plane as though using *plane shift* cast by a 13th-level caster. The half-janni and any willing creatures brought along appear at a random location on the destination plane. The half-janni and the creatures brought on the *planar*

Illus. by W. O'Connor

jaunt remain on the other plane (or any location on any plane they travel to from there) for a number of minutes equal to the half-janni's number of Hit Dice. When this duration expires, the half-janni and all creatures on the *planar jaunt* return to their original positions on their origin plane. An effect that suppresses or dispels *planar jaunt* sends the half-janni and creatures brought along back to the exact places from which they left. If the space from which the half-janni originated (or a creature that accompanied her on the *planar jaunt*) is occupied upon its return, the half-janni (or its companions) appears in the nearest unoccupied space.

Resistance to Fire (Ex): Half-jann have resistance to fire 5.

Abilities: Change from the base creature as follows: Str +2, Dex +2, Int +2, Wis +2.

Feats: Half-jann gain Improved Initiative as a bonus feat.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

IRONTHORN

Large Plant
Hit Dice: 9d8+63 (103 hp)
Initiative: +0
Speed: 10 ft. (2 squares)
Armor Class: 24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple: +6/+13
Attack: Vine rake +8 melee (1d6+3)
Full Attack: 2 vine rakes +8 melee (1d6+3)
Space/Reach: 10 ft./5 ft. (15 feet with vines)
Special Attacks: Impale, improved grab, poison
Special Qualities: Blindsense 60 ft., damage reduction 5/bludgeoning or slashing, plant traits
Saves: Fort +13, Ref +3, Will +4
Abilities: Str 17, Dex 10, Con 25, Int 1, Wis 12, Cha 1
Skills: Spot +13
Feats: Ability Focus (poison), Heat Endurance, Improved Heat Endurance, Toughness
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

This twisted shrub has only a few waxy leaves and is covered with wicked, foot-long thorns. Bones and rusted armor protrude from its gnarled limbs.

The ironthorn is a tough, waste-adapted plant that snatches passing creatures and impales them on its thorns to gain nourishment. Typical ironthorns are about the size of apple trees, about 15 feet tall, with thick bark and a few needlelike leaves.

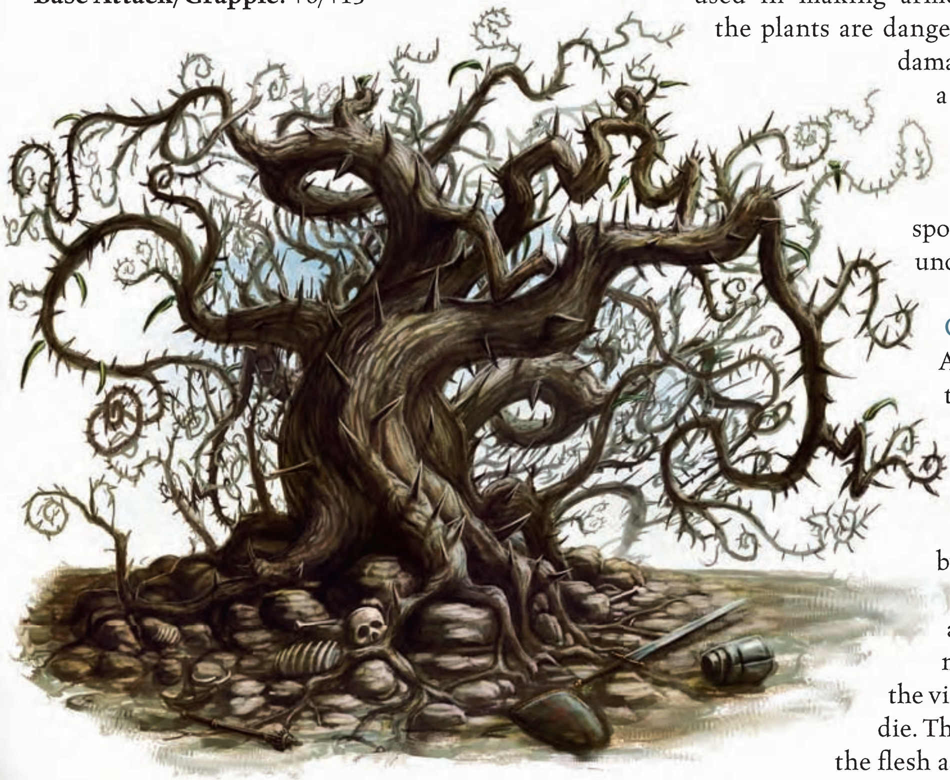
Ironthorn sap is prized as a natural hardening agent, used in making armor and other items. However, the plants are dangerous predators and resistant to damage, making collecting of the sap a tricky proposition.

An ironthorn is barely sentient and generally does not move once it has found a suitable rooting spot. Ironthorns do not speak or understand any language.

Combat

An ironthorn waits for a creature to pass within reach of its feeding vines, which look like its other twisted branches until they lash out. With their extended reach, the vines often take prey by surprise.

Once it has grabbed its prey, an ironthorn pulls it deep into its mass of poisonous thorns, where the victim is impaled and left to slowly die. The ironthorn then slowly absorbs the flesh as it rots.



Many have died on the ironlike thorns of this ravenous wasteland growth

Illus. by M. Pillippi

Impale (Ex): An ironthorn deals 2d6+4 points of damage to a grabbed opponent with a successful grapple check. The opponent is pulled deep into the plant's thorny mass and is subject to the plant's poison (see below).

Improved Grab (Ex): To use this ability, an ironthorn must hit with a vine attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can impale.

Poison (Ex): Injury, Fortitude DC 23, initial damage paralysis 1d4 minutes, secondary damage 2d4 Con. A victim must save against the secondary damage each minute that it is held in the thorns. The save DC is Constitution-based.

LYCANTHROPE

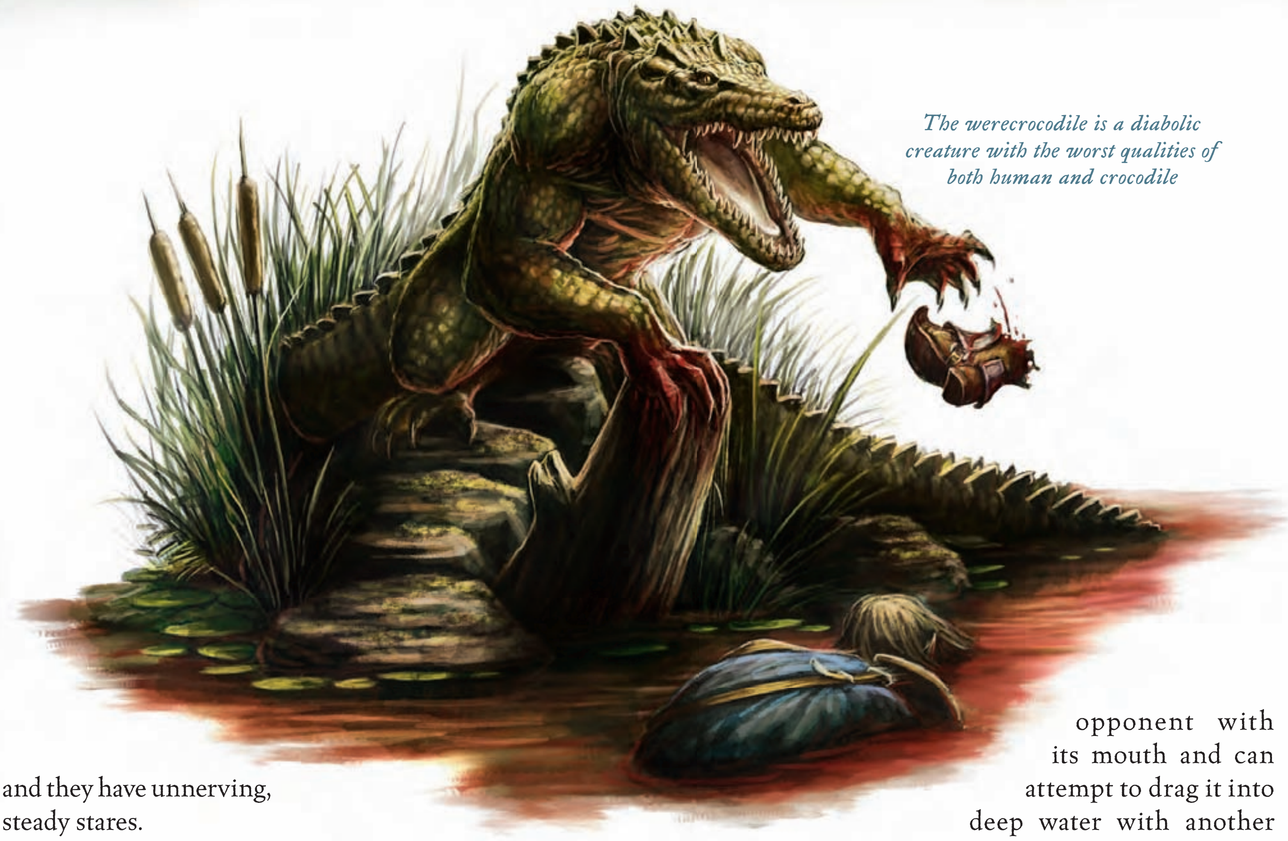
Lycanthropes are humanoids or giants that can turn themselves into animals. In the waste, werecrocodiles are sometimes encountered along contested riverways.

WERECROCODILE

This powerful, scaly reptile stands upright like a human, but that's where the resemblance ends. Its flesh is that of a vicious crocodile, complete with a flattened body and tail, short legs, and powerful, toothy jaws. It stands over 7 feet tall.

Werecrocodiles in human form tend to be well-muscled individuals, often with bowed legs and little hair. Werecrocodiles often work somewhere close to water,

	Werecrocodile, Human Form Medium Humanoid (Human, Shapechanger)	**Werecrocodile, Crocodile Form Medium Humanoid (Human, Shapechanger)**	**Werecrocodile, Hybrid Form Medium Humanoid (Human, Shapechanger)**
Hit Dice:	1d8+1 plus 3d8+9 (28 hp)	1d8+1 plus 3d8+9 (28 hp)	1d8+1 plus 3d8+9 (28 hp)
Initiative:	+0	+1	+1
Speed:	30 ft. (6 squares)	20 ft. (4 squares), swim 30 ft.	30 ft. (6 squares), swim 20 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	17 (+1 Dex, +6 natural), touch 11, flat-footed 16	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+4	+3/+8	+3/+8
Attack:	Scimitar +4 melee (1d6+1/18–20) or spear +4 ranged (1d6+1/×3)	Bite +8 melee (1d8+5) or tail slap +8 melee (1d12+5)	Bite +8 melee (1d8+5) or tail slap +8 melee (1d12+5)
Full Attack:	Scimitar +4 melee (1d6+1/18–20) or spear +4 ranged (1d6+1/×3)	Bite +8 melee (1d8+5) or tail slap +8 melee (1d12+5)	Bite +8 melee (1d8+5) or tail slap +8 melee (1d12+5)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Improved grab, curse of lycanthropy	Improved grab, curse of lycanthropy
Special Qualities:	Alternate form, crocodile empathy, low-light vision, scent, hold breath	Alternate form, crocodile empathy, damage reduction 10/silver, hold breath, low-light vision, scent	Alternate form, crocodile empathy, damage reduction 10/silver, hold breath, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +8, Ref +4, Will +3	Fort +8, Ref +4, Will +3
Abilities:	Str 12, Dex 10, Con 13, Int 10, Wis 11, Cha 8	Str 20, Dex 12, Con 17, Int 10, Wis 11, Cha 8	Str 20, Dex 12, Con 17, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +1	Handle Animal +3, Hide +9*, Listen +4, Move Silently +5, Spot +4, Swim +13	Handle Animal +3, Hide +9*, Listen +4, Move Silently +5, Spot +4, Swim +13
Feats:	Alertness, Iron Will^{B}, Power Attack, Skill Focus (Hide)	Alertness, Iron Will^{B}, Power Attack, Skill Focus (Hide)	Alertness, Iron Will^{B}, Power Attack, Skill Focus (Hide)
Environment:	Warm marshes or rivers	Warm marshes or rivers	Warm marshes or rivers
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3



The werecrocodile is a diabolic creature with the worst qualities of both human and crocodile

Illus. by M. Phillippi

and they have unnerving, steady stares.

Werecrocodiles are found only in deep waste environments that are pierced by life-giving rivers.

COMBAT

Werecrocodiles can assume hybrid forms as well as animal forms. In crocodile form, they rely on stealth to approach potential victims, then lunge forward with a bite attack. They use their tail slaps only when facing multiple opponents. In hybrid form, though, werecrocodiles generally lead with their tails, using their bites only when they wish to grapple.

Alternate Form (Su): A werecrocodile can assume the form of a crocodile or a crocodile–human hybrid.

Crocodile Empathy (Ex): Communicate with crocodiles, giant crocodiles, and dire crocodiles, and a +4 racial bonus on Charisma-based checks against crocodiles, giant crocodiles, and dire crocodiles.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werecrocodile's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Hold Breath (Ex): A werecrocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, a werecrocodile must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the werecrocodile establishes a hold on the opponent with its mouth and can attempt to drag it into deep water with another successful grapple check (see page 156 of the *Player's Handbook*), where it tries to drown its victim.

Skills: A werecrocodile in crocodile or hybrid form has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A werecrocodile in crocodile or hybrid form gains a +4 racial bonus on Hide checks when it is in the water. Further, a werecrocodile in animal or hybrid form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

MARRUSPAWN

A people known as the marru once lived and warred in the world, but their civilization has long since passed into the waste, devastated and destroyed by internecine wars of terrible magnitude. As a result of these so-called Flesh Wars, the marru turned to a little-understood art called spawncraft, and in so doing created living weapons to wage their battles. These spawncrafted creatures have come to be known collectively as the spawn of marru, but are more commonly referred to as marruspawn. The marru were advanced in other areas as well, but all their arts couldn't save them from destroying themselves. However, marruspawn linger on in forgotten and blasted wastelands across many worlds.

The marru understood the stratified nature of the multiverse, and in their wish to ascend closer to heaven, they built their strongholds on the tops of pyramids, so that religious observances and rituals could be conducted as close as possible to the divine realm of the sky. While later cultures saw and copied the marru structures in their own building styles, it was the marru who first perfected the form. Primeval pyramidal structures that date back to the Flesh Wars still contain bloodthirsty marruspawn.

Full-grown marruspawn stand 7 feet tall and resemble ebony-hued, jackal-headed humanoids—mostly. Different types of marruspawn were crafted for different purposes in the ancient war, and thus their outward forms might vary. All types of marruspawn can interbreed, though the progeny of such unions is never a hybrid of two forms—it is always one of the original forms created by the marru.

Marruspawn come in three distinct types: the marrusault, the marrulurk, and the marrutact. Marrusaults are brutish warriors; marrulurks are sly assassins; and the powerful but rare marrutacts command their brethren in the event of a skirmish and provide magical support. In the long periods between conflicts, marrutacts also lead their sibling marruspawn. Many other types of marruspawn were crafted, but most of those rarely breed true; their bloodlines have been lost along with that of the progenitor race.

For years without number, lingering marruspawn were content in their small, isolated communities at the center of lonely tracts of endless waste, worshiping their progenitor race and engaging in the demanding tasks required to eke out an existence in a blasted land. In more recent centuries, the marruspawn have endured an increasing number of incursions by adventurers and desert settlers into their own territories. One marrutact, called Wisdom, finally moved beyond the rituals that had kept his race mollified and in perpetual decline in the lost desert sands. In a bold move, Wisdom broke with the rituals of centuries—he claimed to have received a message from the ancient progenitor race: Expand forth from the waste and wipe clean from the earth all that are not spawned of the marru.

Marruspawn are scattered into hidden communities called crèches. Thus, many marruspawn have yet to hear of Wisdom's proclamation. About half the time, those that do hear the message believe the proclamation to be false, and these have declared Wisdom a false prophet. In some ancient places, the wars of the marru have resumed as a result. In other places, marruspawn newly converted to Wisdom's ideals spread outward, committed to genocide. According to Wisdom, only when all other sentient creatures are eradicated will the progenitors return.

Marruspawn speak Marru, the ancient language of their progenitors. Those that break their racial conditioning and become renegades might learn Common, if they make it far enough from their crèches before being hunted down by other marruspawn.

COMBAT

Though different types of marruspawn have unique individual abilities, the race as a whole enjoys several common traits.

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed—only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move—in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage (see page 15), that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated (see page 15), although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5.

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination.

MARRULURK

Small Monstrous Humanoid
Hit Dice: 3d8+6 (19 hp)
Initiative: +7
Speed: 20 ft. (4 squares)
Armor Class: 20 (+1 size, +3 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 14, flat-footed 17
Base Attack/Grapple: +3/+0
Attack: Scimitar +5 melee (1d4+1/18–20 plus poison) or longbow +7 ranged (1d6/×3 plus poison)
Full Attack: Scimitar +5 melee (1d4+1/18–20 plus poison) or longbow +5/+5 ranged (1d6/×3 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death attack, nauseating breath, poison use, sneak attack +2d6
Special Qualities: Darkvision 60 ft., marruspawn traits
Saves: Fort +3, Ref +6, Will +6
Abilities: Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 14
Skills: Bluff +5, Hide +10, Listen +10, Move Silently +6, Spot +7
Feats: Improved Initiative, Point Blank Shot^{B}, Rapid Shot^{B}, Track
Environment: Warm deserts
Organization: Solitary, death squad (3–5), party (1 plus 2 marrusaults plus 1 marrutact), or troop (2–3 plus 6–11 marrusaults plus 1–2 marrutacts)
Challenge Rating: 4
Treasure: Standard coins; double goods; standard items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

A small, slender humanoid skulks in darkness. It wears studded leather armor and grins like a jackal. Its obsidian black fur highlights the malign sparkle of its eyes, like the glint of fresh blood under the stark desert sun.

Sometimes victory is gained through guile rather than through headstrong charges into battle. This consideration led to the marru's creation of the marrulurk subrace. The marru used these creatures as assassins or treacherous adjuncts to units that also included marrusaults and marrutacts.

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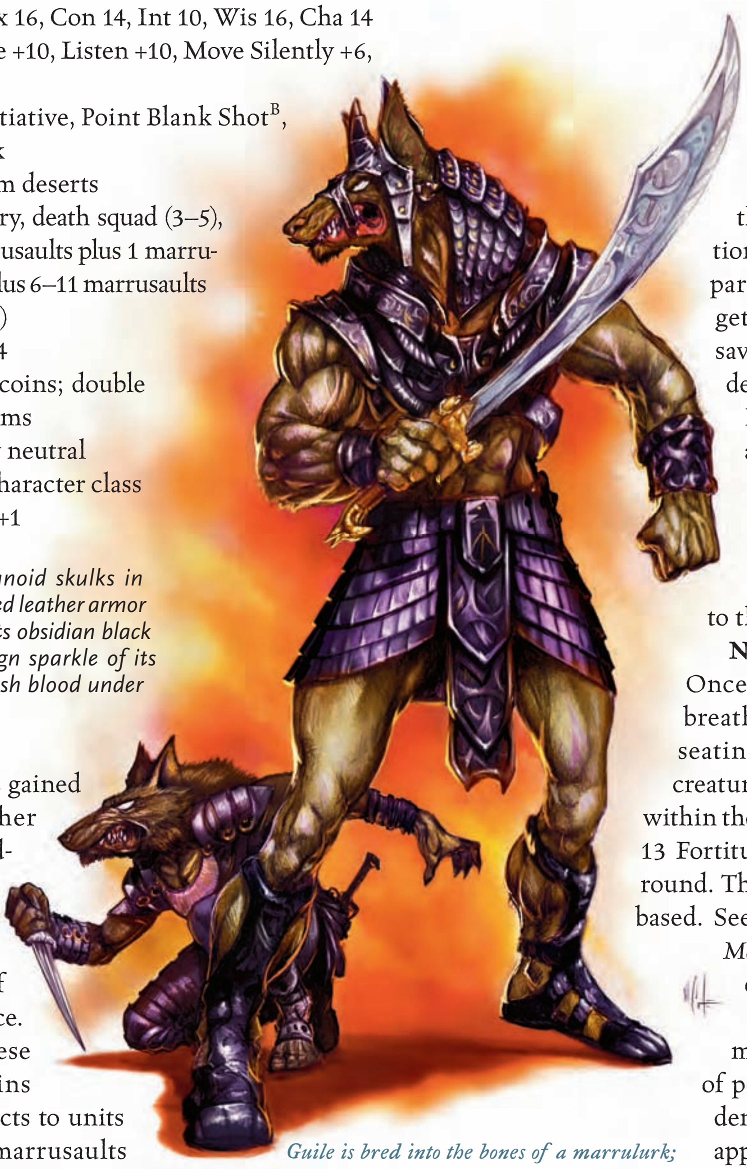


Guile is bred into the bones of a marrulurk; marrusaults face down any and all threats

Marrulurks always look for an advantage in any situation, but like other subraces created by the marru, they have a racial inclination to follow the dictates of marrutacts. This compulsion is somewhat stronger in marrulurks than in marrusaults, but after generations of unmonitored breeding, the compulsion has faded to the point where some marrulurks can ignore it entirely. However, those that openly display disobedience to a marrutact in the confines of a crèche are ordered immediately destroyed.

Combat

Marrulurks prefer to attack suddenly and secretly with poisoned weapons. If caught in combat against a foe they deem too difficult to face head on, they use their nauseating breath to discomfit their opponent long enough to slip back into hiding. Other times they use their nauseating breath to set foes up for a swift, deadly attack.

Death Attack (Ex): If a marrulurk studies a victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (marrulurk's choice). The save DC against a marrulurk's death attack is 13, and the save DC is Charisma-based. This ability otherwise functions like the assassin's death attack ability described on page 180 of the *Dungeon Master's Guide* and is subject to the same limitations.

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based. See page 301 of the *Dungeon Master's Guide* for a description of the nauseated condition.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk typically carries

2d4 doses of Large monstrous scorpion venom (Fort DC 14; 1d4 Con/1d4 Con), applying it to its crossbow bolts and scimitars.

Sneak Attack (Ex): A marrulurk deals extra damage when it is flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. See the rogue class feature, page 50 of the *Player's Handbook*.

Skills: Marrulurks have a +4 racial bonus on Hide and Move Silently checks.

MARRUSAULT

Large Monstrous Humanoid
Hit Dice: 6d8+18 (45 hp)
Initiative: +1
Speed: 20 ft. (6 squares) in full plate, 30 ft. base speed
Armor Class: 23 (–1 size, +1 Dex, +5 natural, +8 full plate), touch 10, flat-footed 22
Base Attack/Grapple: +6/+15
Attack: Great falchion +11 melee (1d12+7/18–20) or bite +10 melee (1d8+5)
Full Attack: Great falchion +11/+6 melee (1d12+7/18–20) and bite +5 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Howl of defiance, pounce
Special Qualities: Ferocity, marruspawn traits
Saves: Fort +7, Ref +6, Will +5
Abilities: Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14
Skills: Listen +7, Search +1, Spot +3
Feats: Cleave, Exotic Weapon Proficiency (great falchion)^{B}, Great Fortitude, Power Attack, Weapon Focus (great falchion)^{B}
Environment: Warm deserts
Organization: Solitary, party (2 plus 1 marrulurk plus 1 marrutact), or troop (6–11 plus 2–3 marrulurks plus 1–2 marrutacts)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +2

Jacketed in coal-black full plate and clutching a prodigious scimitar, this jackal-headed humanoid looks like a juggernaut of death.

In ancient days, armies of marrusaults darkened the once-green plains, fighting for the will of the marru. Bred for fighting, each marrusault knows its worth in any conflict. Hardy survivors, marrusaults eked out existence where many of the weaker or more specialized spawncrafted creations of the marru perished with their masters. Still, a marrusault depends on the equipment and other resources it gains from swearing service to a marrutact. Sometimes a marrusault goes rogue—these creatures often find death in the waste, their bones posing a mystery to travelers who come upon them.

Individually, marrusaults are known for the ability to withstand wounds that would drop a lesser creature. Of course, such fortitude is just another gift of spawncraft.

Combat

Like all marruspawn, a marrusault relies on its discriminating hearing to pinpoint hidden enemies. Once identified, a marrusault uses its howl as it pounces on its target, bringing its mighty blade to bear.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30 feet must succeed on a DC 15 Will save or become fatigued. Those within 10 feet who fail their saves become exhausted. The save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

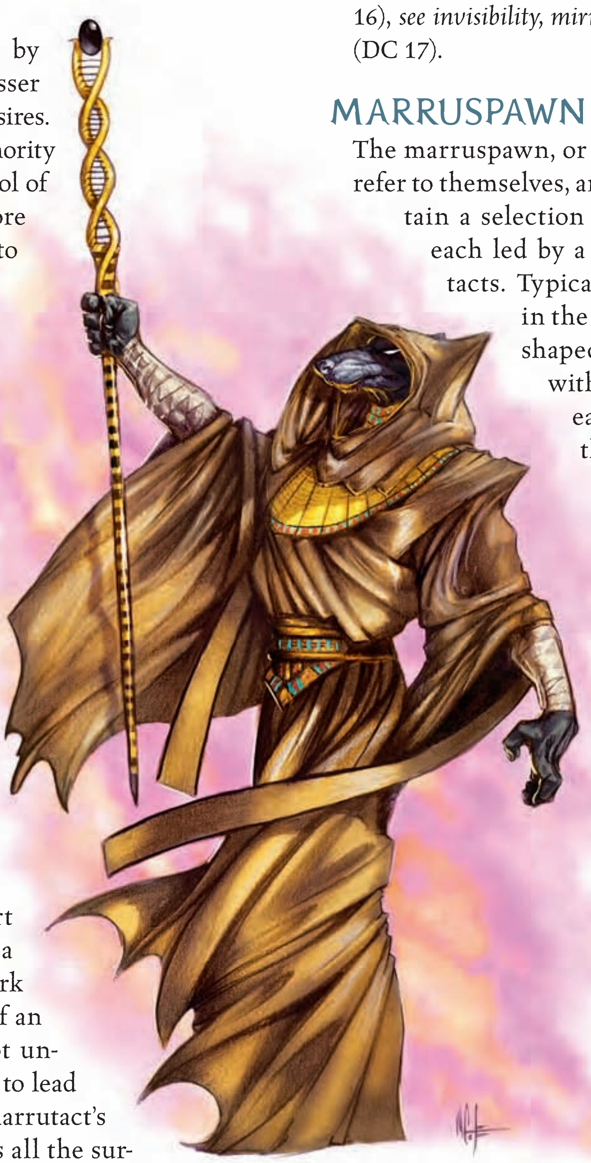
Ferocity (Ex): A marrusault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

MARRUTACT

Medium Monstrous Humanoid
Hit Dice: 7d8+7 (38 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +4 natural, +4 *mage armor*), touch 11, flat-footed 18
Base Attack/Grapple: +7/+7
Attack: Masterwork staff +8 melee (1d6)
Full Attack: Masterwork staff +8/+3 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Howl of healing, spells
Special Qualities: Marruspawn traits, spell resistance 16
Saves: Fort +3, Ref +6, Will +9
Abilities: Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16
Skills: Concentration +11, Hide +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (geography) +14, Listen +8, Spellcraft +16, Survival +4 (+6 to keep from getting lost or avoid hazards)
Feats: Combat Expertise, Dodge, Improved Initiative
Environment: Warm deserts
Organization: Solitary, party (1 plus 2 marrusaults plus 1 marrulurk), or troop (1–2 plus 2–3 marrulurks plus 6–11 marrusaults)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

This tall, gaunt humanoid wears sand-brown robes and a voluminous hood that fails to hide its jackallike visage. Wielding a staff intricately carved to resemble a slender double helix, the creature commands respect with its mere presence.

The marrutact commands by birthright, ordering the lesser marruspawn subraces as it desires. The sign of a marrutact's authority is the staff it wields, a symbol of the forgotten spawncraft lore that raised desert jackals to a race of intelligent creatures of amazing ability. Lesser marruspawn rarely question the decrees of a marrutact, though among themselves marrutacts scheme and argue, each eager to put itself forward as the supreme commander of all surviving marruspawn. With the death of the progenitors, the equilibrium that allowed the quarrelsome subrace to exist in something like military harmony is gone. Thus, many marrutacts claim areas apart from their fellows, content in the short term to rule the fates of a small retinue of marrulurk and marrusault followers. If an advantage is spied, it is not uncommon for one marrutact to lead its forces against another marrutact's holdings. The victor claims all the surviving lesser marruspawn, and it might even accept the surrender of the enemy marrutact itself if it pledges on the memory of the marru to serve the victor.



Few can avert the well-laid plan of a marrutact

Illus. by M. Cotie

Combat

Marrutacts prefer to give orders in a conflict rather than physically enter melee themselves, though they use their spells and special abilities to support their troops as necessary.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30 feet heal 3d8+5 points of damage. Those within 10 feet heal an extra 1d8+1 points of damage.

Spells: A marrutact casts spells as a 5th-level wizard.

Typical Wizard Spells Prepared (caster level 5th): 0—*daze* (DC 14), *disrupt undead, mage hand, resistance;* 1st—*mage armor, magic missile* (2), *true strike;* 2nd—*detect thoughts* (DC 16), *see invisibility, mirror image;* 3rd—*dispel magic, fireball* (DC 17).

MARRUSPAWN SOCIETY

The marruspawn, or "the Crafted," as they sometimes refer to themselves, are a society of small cells that contain a selection of marrusaults and marrulurks, each led by a few (and often just one) marrutacts. Typically, many cells coexist together in the body of ancient structures (often shaped like pyramids) honeycombed with chambers, each subsisting in uneasy alliance or open warfare with the other cells. Other cells exist in lone structures in the waste, the resident marruspawn within even more isolated than their brethren. The constant adherence to strict rules laid down by the marru keep the marruspawn occupied with rituals of loyalty and remembrance, despite the marru being long dead. When rituals do not beckon, the chores of eking out life in a waste take most of the remaining waking time a marruspawn might otherwise have to grow bored or unhappy with its limited existence.

When marruspawn reach a certain age, they are old enough to breed. In any given year, a single marruspawn capable of reproducing is chosen from each cell by the most powerful marrutact and sent to a secret location in the waste that serves as the core of the race's continued survival. This location is rumored to be a pyramid so vast that even the tip jutting from the earth reaches a height of several hundred feet. Called the Cradle, it is said to contain sections sealed since the death of the marru, marruspawn types other than marrulurks, marrusaults, and marrutacts, and even well-guarded chambers where spawncrafting lore might yet reside. Those who return a year later from a trip to the Cradle cannot speak of what they've seen—the memory of the experience is wiped before they return to their home. No marruspawn is quite sure what the purpose of these trips might be—only that to make them is the inviolable law of the marru.

MARRUSPAWN ITEMS

Marruspawn possess some relic technology of spawncrafting. Large structures that hold three or more marruspawn cells usually also include a marruzyme master (a marruspawn with at least 4 ranks in Craft [spawncrafting]). The marruzyme master oversees several odiferous vats where molds, bacteria, and other exotic substances are cultured to specific ends: the creation of zymes.

A zyme is a turgid liquid in which milky blobs float, usually bottled in a clay vial. A zyme is activated by drinking it (a standard action that provokes attacks of opportunity). Though features of these items resemble alchemical or magic items, they are created through a biological process quite different from that used by alchemists or potion brewers. Generally, zymes are useful only for marruspawn, or for creatures that utilize the marrucraft zyme, since they are designed to unlock dormant abilities already present in marruspawn.

A small selection of zymes are described below. All zyme effects have a duration of 1 minute.

Rage Zyme: A marruspawn that drinks this zyme flies into a berserk rage in the following round, fighting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The marruspawn cannot end its rage voluntarily.

Bite Zyme: A marruspawn that drinks this zyme gains a bite attack (if it doesn't already have one) that deals a base 1d6 points of damage. A marruspawn armed with a weapon usually uses the weapon as its primary attack and the bite as a natural secondary attack.

If a marruspawn hits with the bite attack, it uses its empowered jaws to latch onto the opponent's body. An attached marruspawn is effectively grappling its foe. The marruspawn loses its Dexterity bonus to AC, but holds on with great tenacity. Each round it remains attached, the marruspawn automatically deals triple bite damage.

An attached marruspawn can be struck with a weapon or grappled itself. To remove an attached marruspawn through grappling, the opponent must achieve a pin against the marruspawn.

Speed Zyme: The base land speed of a marruspawn that drinks this zyme increases by 30 feet for the zyme's duration.

Supercharged Zyme: A marruspawn that drinks this zyme can make one whirlwind attack per round, giving up its regular attacks and instead making one melee attack at its full base attack bonus against each opponent within reach. The marruspawn forfeits any extra attacks granted by other abilities or feats.

Marrucraft Zyme: If a creature other than a marruspawn drinks this zyme, a painful series of biological responses occurs over the course of 1 round, dealing 1d6 points of damage to the creature. For the next minute, that creature can benefit from other marruspawn zymes (for their full duration, even if the duration of the marrucraft zyme expires in the meantime) as if it were a marruspawn itself. However, after 1 minute, the creatures takes 2d6 points of damage as the process reverses. If drunk by a marruspawn, this zyme heals 3d8+5 points of damage.

MARRUSPAWN CHARACTERS

Marruspawn generally choose the character class to which they are already most suited: marrulurks prefer the rogue class, marrusaults the fighter class, and marrutacts the wizard class, but exceptions are possible. These classes are also the favored classes of each kind of marruspawn. Marrulurks that add levels of rogue add sneak attack damage dice to their class sneak attack ability. Marrutacts that add levels of wizard add their natural spellcasting ability (5th level) to their class levels in wizard and determine their spellcasting ability accordingly. Only marruspawn that go rogue from their cell and give up their loyalty to the vanished marru can be characters.

MARRUSPAWN ABOMINATION

Medium Outsider (Native)
Hit Dice: 20d8+140 (300 hp)
Initiative: +4
Speed: 60 ft. (12 squares)
Armor Class: 43 (+19 natural, +10 insight, +4 Dex), touch 24, flat-footed 39
Base Attack/Grapple: +20/+32
Attack: Claw +32 melee (2d8+12) or bite +32 melee (4d6+12)
Full Attack: Claw +32/+27/+22/+17 melee (2d8+12) and bite +34 melee (4d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Howl of dissolution, spell-like abilities
Special Qualities: Blindsight 120 ft., damage reduction 10/magic and adamantine, darkvision 120 ft., fast healing 15, immunities, marruspawn traits, nondetection, resistance to cold 20, spell resistance 32, telepathy, touch of the divine
Saves: Fort +19, Ref +16, Will +21
Abilities: Str 35, Dex 18, Con 24, Int 20, Wis 29, Cha 25
Skills: Balance +15, Bluff +19, Climb +24, Concentration +30, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 when acting in character), Heal +20, Intimidate +32, Jump +35, Knowledge (history) +28, Knowledge

(the planes) +28, Listen +32, Sense Motive +32, Search +28, Spellcraft +16, Spot +32, Survival +9 (+11 on other planes), Swim +24

Feats: Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Quicken Spell-Like Ability (*flesh to salt*)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 19

Treasure: Standard

Alignment: Always evil (any)

Advancement: 21–30 HD (Large); 31–60 HD (Huge)

Level Adjustment: —

If the soul of ferocity could be contained in a single form, this ebony creature might be it. Shaking the dust of ages from its coal-black pelt, the creature opens its eyes. Within those orbs is malice—the creature is rage personified, like some god of starving jackals or the very embodiment of savagery. Vaguely humanoid, the lupine creature bounds forward, an unearthly energy contained in its sinews, eager for the kill.

This creature's genesis is rumored to be the true cause of the marru's extinction. Delving too far into their lore of spawncraft, the marru dared to add the blood of a deity to one of their force-bred creations. Seeking to spawn a champion marruspawn, they instead created an abomination.

Abominations are mistakes—the unwanted, unforeseen offspring of misguided deific concourse. Abortions of spirit, abominations live on, nurtured by their quasi-deific powers and the pure, undiluted hate of their forebears and all naturally formed creatures.

This mistake ended the marru, though the histories are unclear how—either through the machinations of the deity whose essence was stolen and infused into the creature, or by the waking abomination itself.

A marruspawn abomination possesses a spark of godhood. As such, it is virtually immortal unless slain. It is not actually immortal, but it ages so slowly and needs to eat, sleep, and even breathe so rarely that death for it could arrive only through conflict.

The marruspawn abomination that is rumored to exist (though there could be more) is confined in a subterranean prison secured both by powerful spells and by the quintessential preservative fluids designed by spawncraft. The prison lies below a blighted wasteland, and its mere presence prevents any future flowering of that desert. Were it ever to escape its binding, its appearance would at the very least be an ominous omen for the welfare of the world. Even without its release, its dreams sometimes interact with those who draw too near, but never in the same way twice.

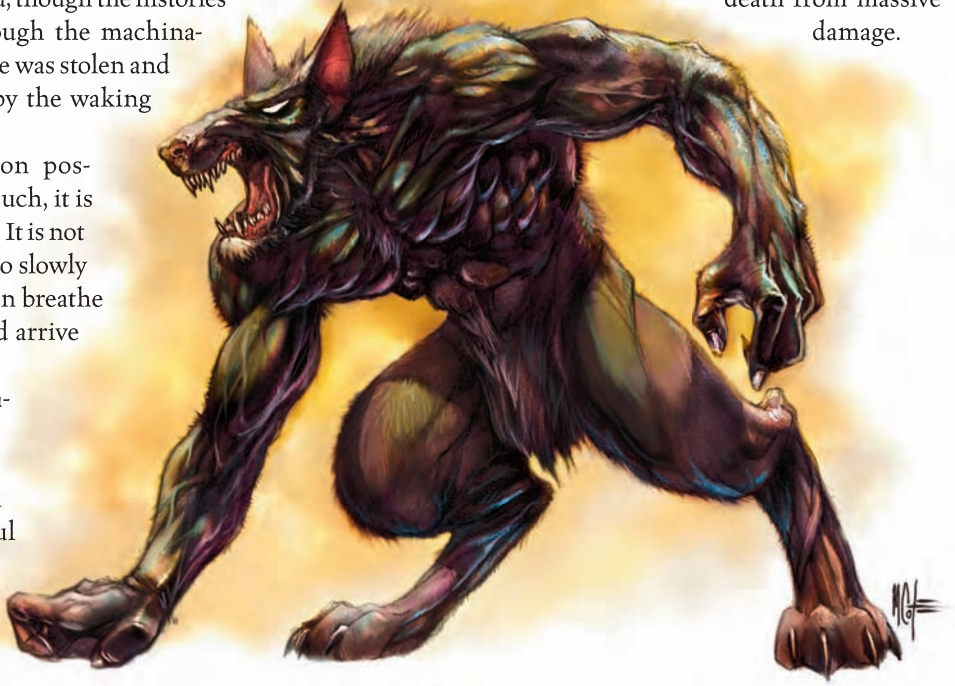
A marruspawn abomination speaks Abyssal, Celestial, Infernal, and Terran.

COMBAT

An abomination tries to begin any combat by first summoning the monstrosities of the desert—it uses its spell-like ability to summon one (or more) Gargantuan fiendish monstrous scorpions. It uses its howl of fossilization in every round that it is able. If it can, it uses its other spell-like abilities from a distance. Otherwise, it tears into its foes with its claw and bite attacks.

Howl of Fossilization (Su): Once every 1d4 rounds, a marruspawn abomination can loose a fossilizing howl as a free action. All creatures within 30 feet must succeed on a DC 27 Fortitude save or become fossilized. This effect functions as the *flesh to stone* spell (see page 232 of the *Player's Handbook*). The save DC is Charisma-based. Even a creature that makes its save is subject to the abomination's howl of fossilization ability in later rounds.

Immunities (Ex): A marruspawn abomination has immunity to polymorph (although it can activate a polymorph effect on itself) and petrification. It is not subject to energy drain, ability drain, or ability damage. It has immunity to mind-affecting spells and abilities and fire, and a marruspawn abomination is not subject to death from massive damage.



The downfall of the marru race was this abomination

Illus. by M. Cotie

Marruspawn Traits: A marruspawn abomination has all the abilities of the marruspawn (see page 168), including discriminating hearing, resistance to dessication 10, and low-light vision (the resistance to fire 5 ability has no effect since an abomination already has immunity to fire).

Nondetection (Su): A marruspawn abomination is treated as if affected by a continuous *nondetection* spell with a caster level equal to its Hit Dice.

Spell-Like Abilities: At will—*parching touch*† (DC 18), *true seeing*; 3/day—*flesh to salt*† (DC 22), *sandform*†, *summon monster IX* (Gargantuan fiendish monstrous scorpion only); 1/day—*symbol of thirst*† (DC 23). Caster level 20th.

† New spell described in Chapter 5.

Telepathy (Su): A marruspawn abomination can communicate telepathically with any creature within 200 feet that has a language.

Touch of the Divine (Ex): A marruspawn abomination has maximum hit points for each Hit Die.

MEPHIT

Mephits are minor creatures from the elemental planes. They are more curious than evil, though each individual's nature varies depending on the essence of the element that birthed it.

All mephits appear as small, winged creatures with more or less humanoid features. Although they are often described as impish, their elemental origins are apparent.

COMBAT

All mephits fight with their claws or by using their breath weapons, the nature and effects of which vary from creature to creature.

A mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own *summon mephit* ability for 1 hour. This ability is the equivalent of a 2nd-level spell, so mephits summoned with this ability remain for 3 rounds before disappearing back to their native planes.

Fast Healing (Ex): A mephit heals 2 points of damage each round, provided it is alive and certain other conditions are met. See the individual descriptions for details.

GLASS MEPHIT

Small Outsider (Earth, Extraplanar, Fire)
Hit Dice: 3d8+3 (16 hp)
Initiative: +4
Speed: 30 ft. (6 squares), fly 40 ft. (average)
Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +3/+2
Attack: Claw +7 melee (1d3+3 plus 1 fire)
Full Attack: 2 claws +7 melee (1d3+3 plus 1 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, *summon mephit*
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves: Fort +4, Ref +3, Will +3
Abilities: Str 16, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills: Bluff +8, Diplomacy +4, Disguise +2 (+4 when acting in character), Escape Artist +6, Hide +10, Intimidate +4, Listen +6, Move Silently +6, Spot +6, Use Rope +0 (+2 with bindings)
Feats: Improved Initiative, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary, gang (2–4 mephits of mixed varieties), or mob (5–12 mephits of mixed varieties)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral
Advancement: 4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment: +3 (cohort)

This winged creature is small, with smooth but angular features. It has a glossy surface and glows dully like a dying ember.

Glass mephits inhabit the boundary between the elemental planes of Earth and Fire.

A glass mephit is about 4 feet tall and weighs 50 pounds. Glass mephits speak Common and Terran.

Combat

Glass mephits, like most of their species, use their breath weapons as much as possible. Before a fight, glass mephits will activate their *blur* ability if possible, and they try to reserve their *vitrify* ability when facing large groups or to cover a retreat.

Breath Weapon (Su): 10-ft. cone of molten glass, damage 1d4 fire, Reflex DC 13 half. Living creatures that fail their saves are exposed to splashes of hot glass that continue to burn their skin. The molten glass deals an extra 1d4 points of fire damage per round for 3 rounds.

The creature can take a full-round action to scrape off the burning material; doing so means the creature stops taking the additional damage. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 2/day—*heat metal*; 1/hour—*blur* (mephit only). Caster level 3rd.

When the mephit activates its *blur* ability, its skin becomes translucent.

Fast Healing (Ex): A glass mephit heals only if it is touching molten glass or a flame at least as large as a torch.

SULFUR MEPHIT

Small Outsider (Air, Earth, Extraplanar)
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 50 ft. (average)
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple: +3/+0
Attack: Claw +5 melee (1d3+1)
Full Attack: 2 claws +5 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, *summon mephit*
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves: Fort +4, Ref +5, Will +3
Abilities: Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 15
Skills: Bluff +8, Diplomacy +4, Disguise +2 (+4 when acting in character), Escape Artist +8, Hide +12, Intimidate +4, Listen +6, Move Silently +8, Spot +6, Use Rope +2 (+4 with bindings)
Feats: Dodge, Power Attack
Environment: Elemental Plane of Air
Organization: Solitary, gang (2–4 mephits of mixed varieties), or mob (5–12 mephits of mixed varieties)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral
Advancement: 4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment: +3 (cohort)

This winged creature looks vaguely goblinoid. It has yellow-orange skin and is accompanied by the smell of brimstone. Its skin looks like it's crumbling, as though the creature were carved of sandstone.

Sulfur mephits inhabit the boundary between the Elemental Planes of Air and Earth.

A sulfur mephit is about 4 feet tall and weighs 20 pounds. Sulfur mephits speak Common and Auran.

Combat

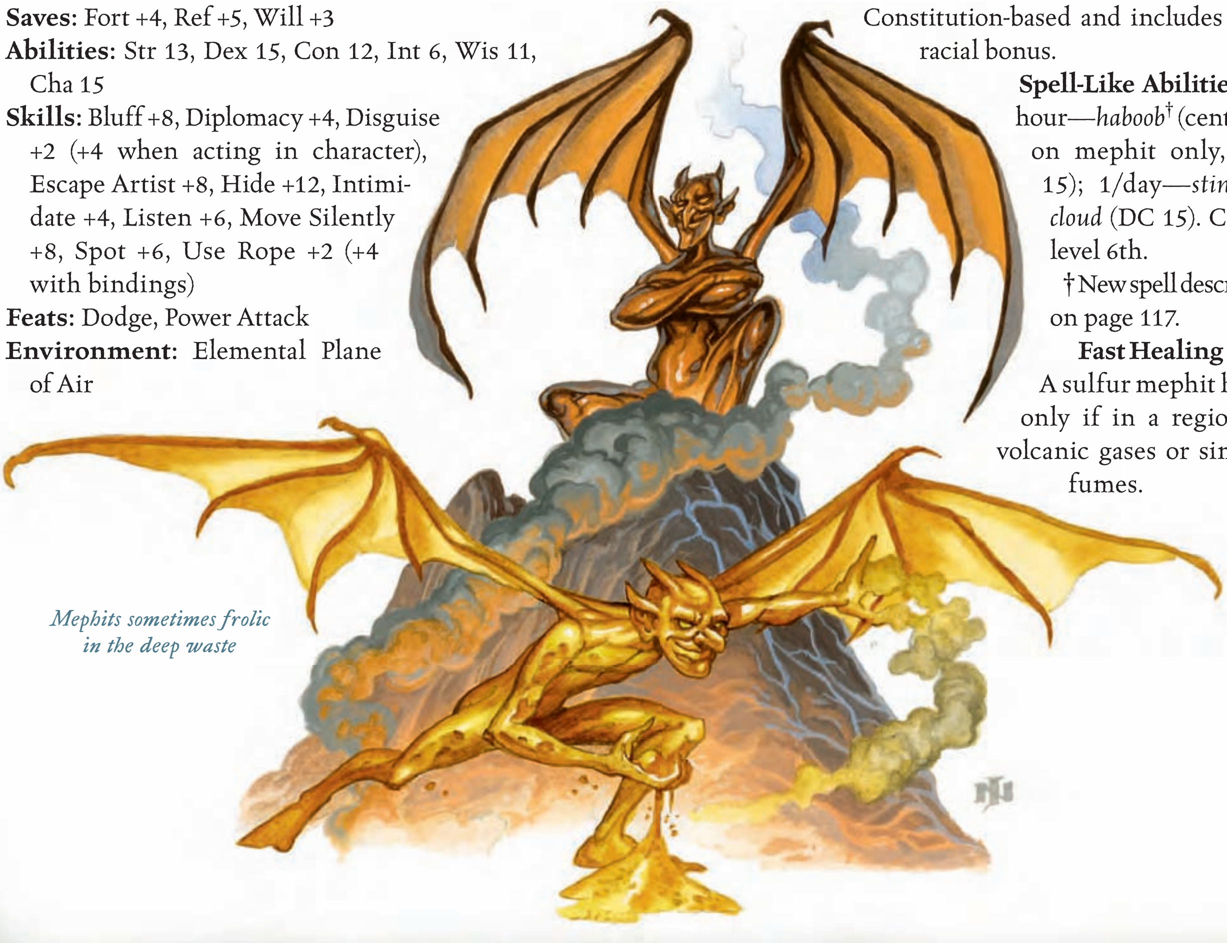
Sulfur mephits activate their *haboob* ability and attack with their breath weapons as much as possible, knocking opponents unconscious before resorting to claw attacks. They try to reserve their *stinking cloud* ability to cover a retreat.

Breath Weapon (Su): 10-ft. cone of toxic volcanic vapor, initial damage unconsciousness, secondary damage none, Fort DC 12 negates. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour—*haboob*† (centered on mephit only, DC 15); 1/day—*stinking cloud* (DC 15). Caster level 6th.

† New spell described on page 117.

Fast Healing (Ex): A sulfur mephit heals only if in a region of volcanic gases or similar fumes.



Mephits sometimes frolic in the deep waste

Illus. by J. Nelson

MIRAGE MULLAH

Fey nobles known as mirage mullahs rule fey oases (see page 21). Unlike other sorts of fey, these seemingly jovial creatures have precious little compassion where mortals are concerned, and they delight in exacting punishment for the slightest perceived offense. Mortals who speak harsh words to a mirage mullah might be cursed with muteness. Those who raise a hand against a mirage mullah might be stricken blind. Those who accept a mirage mullah's hospitality run the greatest risk of all: A mortal who fails to leave a fey oasis before the sun rises becomes a mirage mullah himself.

SAMPLE MIRAGE MULLAH

This richly dressed desert merchant has warmly burnished skin, twinkling, mischievous eyes, and a jovial tone.

This example uses a 5th-level human fighter as the base creature.

Mirage Mullah, 5th-level Human Fighter
Medium Fey
Hit Dice: 5d10+5 (37 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 20 (+2 Dexterity, +4 *mage armor*, +4 *shield*), touch 12, flat-footed 18
Base Attack/Grapple: +5/+6
Attack: +1 *scimitar* +8 melee (1d6+2/18–20) or javelin +7 ranged (1d6+1)
Full Attack: +1 *scimitar* +8 melee (1d6+2/18–20) or javelin +7 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Daylight weakness, low-light vision, oasis dependent
Saves: Fort +5, Ref +3, Will –1
Abilities: Str 13, Dex 14, Con 12, Int 14, Wis 6, Cha 16
Skills: Intimidate +11, Ride +10, Move Silently +6, Spot +2
Feats: Cleave^{B}, Improved Initiative, Point Blank Shot, Power Attack^{B}, Weapon Focus (scimitar), Weapon Specialization (scimitar)^{B}
Environment: Warm deserts (fey oases)
Organization: Solitary, pair, or caravan (20–50)
Challenge Rating: 7
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +3 (+4 if Charisma exceeds 18)

CREATING A MIRAGE MULLAH

"Mirage mullah" is an inherited template that can be added to any humanoid creature (hereafter referred to as the base creature).

A mirage mullah uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to fey. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Convert all current and future racial Hit Dice to d6s. Do not change class Hit Dice.

Special Attacks: A mirage mullah has all the special attacks of the base creature, plus the following special attacks.

Spell-Like Abilities: At will—*ghost sound, mage armor, prestidigitation, shield*; 3/day—*lullaby, minor image, ventriloquism*; 1/day—*charm person, lesser confusion*.

A mirage mullah with a Charisma of 19 or greater gains the following spell-like abilities as well: At will—*mage hand, message, tongues*; 3/day—*blindness/deafness, major image, suggestion*; 1/day—*confusion, hallucinatory terrain*; 1/week—*bestow curse*.

Caster level equals the creature's HD.

Special Qualities: A mirage mullah retains all the special qualities of the base creature and gains the following special qualities.

Low-Light Vision (*Ex*): A mirage mullah can see twice as far as a human in conditions of low light (but not total darkness).

Oasis Dependent (*Su*): Each mirage mullah is mystically bound to the fey oasis where it was transformed, and it can never stray beyond the light of its various torches, candles, and campfires (about 60 feet from the edge of the camp). Any mirage mullah that does so becomes ill and must succeed on a DC 12 Will save each hour or permanently lose 1 point each from Strength, Constitution, and Charisma. The DC increases by +1 for each previous failed check. If a mirage mullah survives 24 hours away from its fey oasis, it becomes mortal again, losing the mirage mullah template, and regains any ability score points it had lost at the rate of 1 point per ability per hour.

Daylight Weakness (*Su*): A mirage mullah exposed to natural sunlight (not merely a *daylight* spell) takes a –2 penalty on attack rolls, saving throws, and ability checks, and loses 4 points of Charisma.

Abilities: Change from the base creature as follows: Str –2, Con –2, Int +2, Wis –2, Cha +6.

Challenge Rating: Same as the base creature +2.

Level Adjustment: Same as the base creature +3 (+4 if Charisma exceeds 18).

OOZE

Oozes are amorphous creatures that live only to eat. Oozes of the waste inhabit scorched and sandy areas throughout the world, scouring dust, ruins, and riversides in search of organic matter—living or dead.

BRINE OOZE

Huge Ooze
Hit Dice: 12d10+84 (150 hp)
Initiative: –5
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 3 (–2 size, –5 Dex), touch 3, flat-footed 3
Base Attack/Grapple: +9/+20
Attack: Slam +10 melee (1d8+4 plus dessication)
Full Attack: Slam +10 melee (1d8+4 plus dessicration)
Space/Reach: 15 ft./10 ft.
Special Attacks: Constrict 1d8+4 plus dessication, dessicating impact, improved grab
Special Qualities: Blindsight 60 ft., camouflage, immunity to dessication, ooze traits, split
Saves: Fort +11, Ref –1, Will –1
Abilities: Str 17, Dex 1, Con 24, Int —, Wis 1, Cha 1
Skills: Hide –13*, Swim +11
Feats: —
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

A pool shimmers before you in the desert heat. Suddenly, glistening pseudopods extend from the pool as it begins to glide across the side.

Brine oozes lurk in salt lakes or form poollike shapes in the desert, waiting for prey to come along.

A typical brine ooze is 15 feet across and 2 feet thick. It weighs about 12,000 pounds. However, it can spread out until it is only an inch or two thick and up to 30 feet across.

Combat

A brine ooze hunts much as a crocodile does, relying on camouflage to let prey get close, then grabbing with its pseudopods.

Camouflage (Ex): A brine ooze can spread itself out in a shallow depression that resembles a pool of water anywhere from 15 to 30 feet across. It is difficult to determine the true nature of the creature, requiring a DC 20 Spot check. A creature that touches the "pool" is automatically affected by the ooze's dehydrating impact.

Constrict (Ex): A brine ooze deals automatic slam and dessication damage with a successful grapple check.

Dessicating Impact (Ex): Each time a brine ooze hits a living creature with its slam attack, the opponent must make a DC 23 Fortitude save or take 4d6 points of dessication damage as moisture is evaporated from its body. This impact is especially devastating to plants and elementals with the water subtype, which take 4d8 points of damage on a failed save instead. A successful save reduces the dessication damage by half, although the creature still takes normal damage from the slam. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a brine ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Immunity to Dessication (Ex): A brine ooze has immunity to any spell or effect that deals magical dessication damage, as well as to any damage that results from failed Constitution checks to resist the effects of dehydration. A brine ooze cannot become dehydrated (as the condition; see page 15).

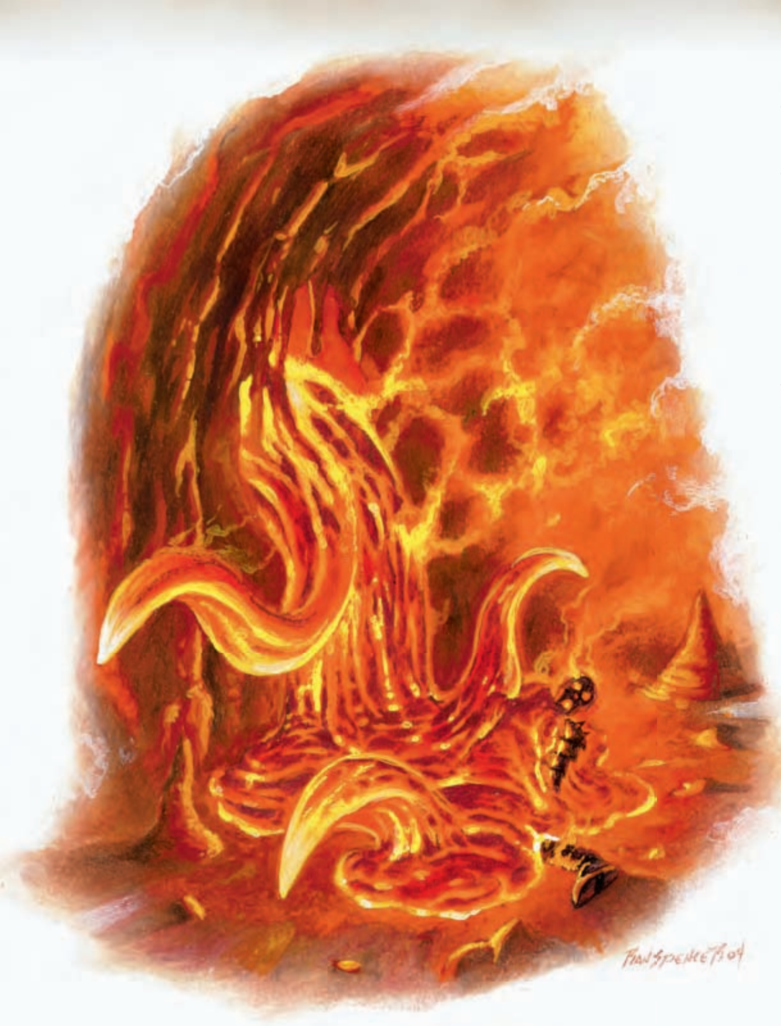
Split (Ex): Slashing and piercing weapons deal no damage to a brine ooze. Instead, the creature splits into two identical oozes, each with half the original's current hit points (round down). A brine ooze with 10 hit points or fewer cannot be further split and dies if it is reduced to 0 hit points.

Skills: A brine ooze gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A brine ooze has a +12 bonus on Hide checks when immersed in water.

LAVA OOZE

Large Ooze (Fire)
Hit Dice: 8d10+84 (128 hp)
Initiative: –5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (–1 size, –5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +6/+14
Attack: Slam +9 melee (1d6+6 plus 2d6 fire)
Full Attack: Slam +9 melee (1d6+6 plus 2d6 fire)
Space/Reach: 10 ft./5 ft.
Special Attacks: Burn, constrict 1d6+6 plus 2d6 fire, improved grab
Special Qualities: Blindsight 60 ft., immunity to fire, ooze traits, vulnerability to cold
Saves: Fort +9, Ref –3, Will –3
Abilities: Str 19, Dex 1, Con 24, Int —, Wis 1, Cha 1
Skills: Climb +12



A lava ooze incinerates everything in its path

Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 5
Treasure: No coins; 50% goods (gems only); no items
Alignment: Always neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

A fiery mass of lava surges forward, pseudopods of white-orange stretching out before it. A flamestorm surrounds it, and its trail is a hot, glassy channel through the sand.

A lava ooze favors hot underground caves and lava tubes formed over still-hot magma. It consumes stone and metallic items. As it feeds, its body becomes filled with "indigestible" gems.

A typical lava ooze is 5 to 10 feet across and 1 foot thick. It weighs about 2,000 pounds

Combat

A lava ooze flows through tunnels, melting and consuming stone and metal that it engulfs. It is able to detect high concentrations of nutritious minerals, and characters wearing heavy armor are at risk of becoming a meal. (The ooze does not mind ingesting organic material along with the metal.)

Burn (Ex): A lava ooze's body has the temperature and consistency of thick lava. With a successful slam attack, the ooze leaves behind some of its substance and might set flesh and clothing aflame. A struck creature must make a DC 21 Reflex save or catch on fire. The flames burn for 1d4 rounds. See Catching on Fire, page 303 of the *Dungeon Master's Guide*. The save DC is Constitution-based.

Creatures that strike a lava ooze with a natural weapon or an unarmed attack take 2d6 points of fire damage and catch on fire unless they succeed on a Reflex save.

Constrict (Ex): A lava ooze deals automatic slam and fire damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lava ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A creature grappled by the ooze automatically takes fire damage each round, even if it avoids taking slam damage.

Skills: A lava ooze receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Illus. by R. Spencer

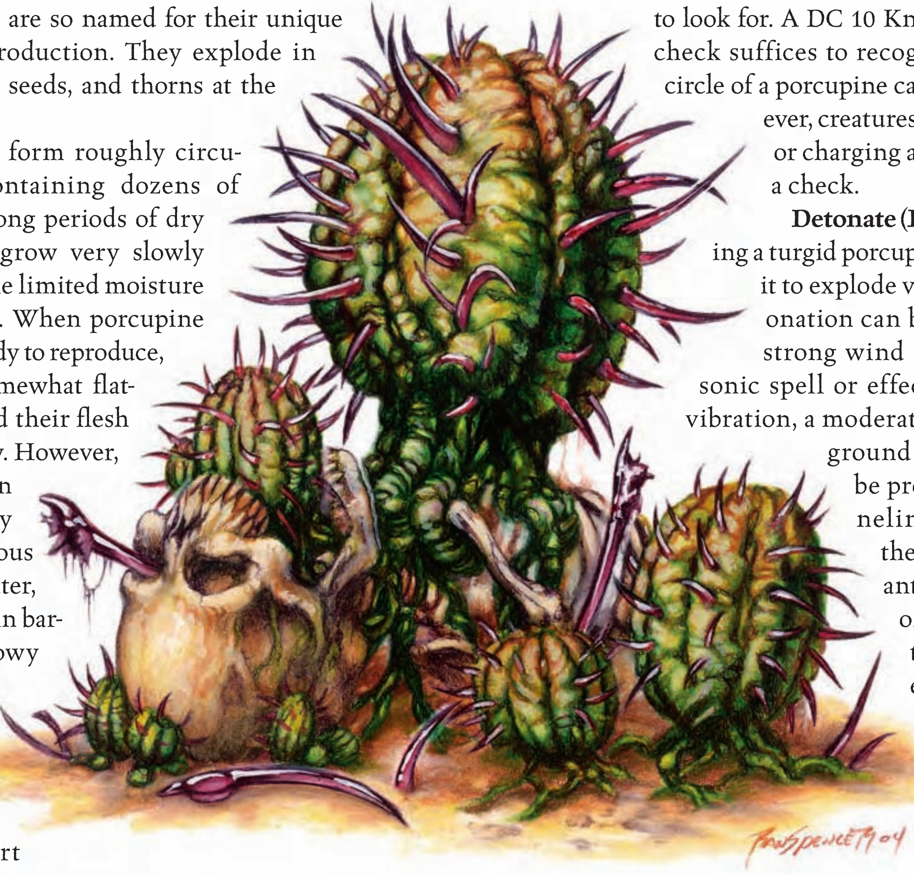
PORCUPINE CACTUS

Small Plant
Hit Dice: 2d8+4 (13 hp)
Initiative: –5
Speed: 0 ft.
Armor Class: 14 (+1 size, –2 Dex, +5 natural), touch 9, flat-footed 13
Base Attack/Grapple: +1/–4
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: Detonate, thorns
Special Qualities: Low-light vision, plant traits
Saves: Fort +5, Ref –2,Will –4
Abilities: Str —, Dex 7, Con 15, Int —, Wis 2, Cha 1
Skills: —
Feats: —
Environment: Warm deserts
Organization: Solitary or patch (4–24)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Small)
Level Adjustment: —

This stubby, barrel-shaped cactus bristles with wickedly long thorns.

Porcupine cacti are so named for their unique method of reproduction. They explode in a burst of pulp, seeds, and thorns at the slightest touch.

These plants form roughly circular patches containing dozens of cacti. During long periods of dry weather, they grow very slowly and conserve the limited moisture in their tissues. When porcupine cacti are not ready to reproduce, they have a somewhat flattened shape and their flesh is quite leathery. However, when a sudden rain comes, they absorb prodigious amounts of water, swelling like rain barrels. Large, showy flowers appear within hours and are quickly fertilized by small desert birds that can maneuver safely among the cactus's numerous thorns. The petals drop after a day, and the fertilized plants begin to swell even more with fast-growing seeds. After about a week, they are ready to scatter their offspring.



A patch of porcupine cactus might explode when disturbed

Illus. by R. Spencer

A turgid porcupine cactus is extremely sensitive to vibration. If a creature chances to brush against it, a strong wind blows up, or a slight tremor shakes the ground, the plant explodes violently. The spray of thorny matter shreds any creatures unfortunate enough to be nearby. Creatures slain by the exploding cactus then conveniently provide fertilizer for the new patch. In patches, one cactus exploding is sufficient to set off a chain reaction of explosions from other cacti in the patch.

A patch of porcupine cacti consists of up to two dozen plants, 5 to 10 feet apart from one another.

COMBAT

Porcupine cacti do not attack but simply wait for something to wander into them. Their wickedly sharp thorns protect them from damage when they are not ready to scatter seeds.

These plants are easy to avoid if someone knows what to look for. A DC 10 Knowledge (nature) check suffices to recognize the telltale circle of a porcupine cactus patch. However, creatures that are running or charging are not entitled to a check.

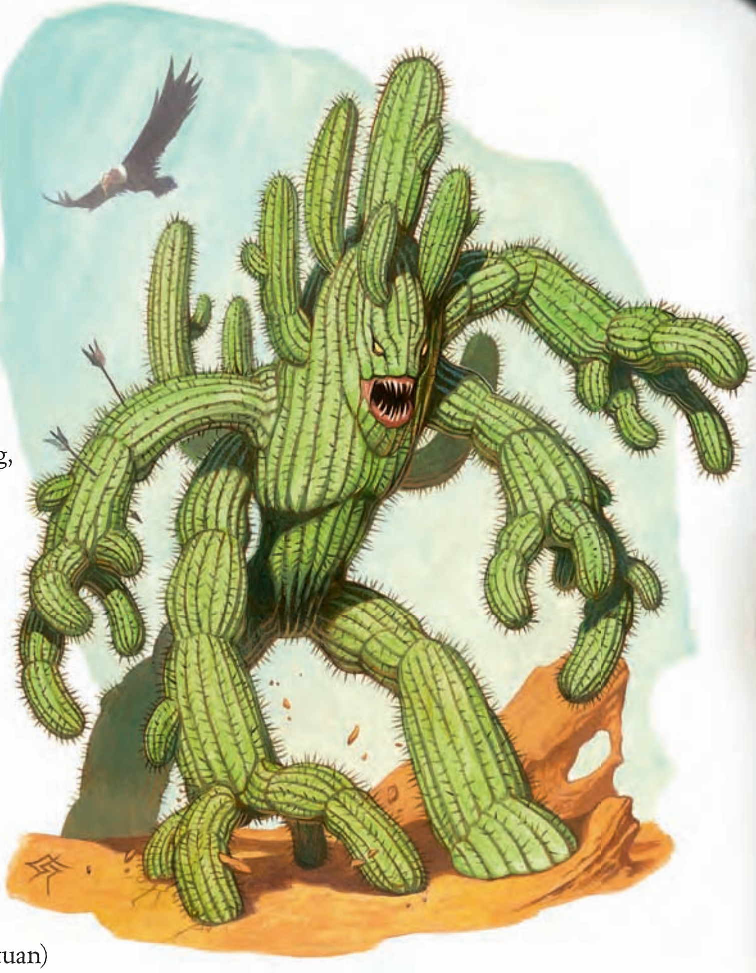
Detonate (Ex): Merely touching a turgid porcupine cactus causes it to explode violently. The detonation can be triggered by a strong wind (over 20 mph), a sonic spell or effect that produces vibration, a moderate shaking of the ground (such as might be produced by a tunneling ashworm or the footsteps of a giant), or any amount of damage dealt to a cactus. An exploding cactus deals 2d6 points of slashing and piercing damage to all creatures within a 10-foot radius. A DC 13 Reflex save reduces the damage to half. The save DC is Constitution-based.

Although the damage from a single porcupine cactus is not usually enough to kill a creature, the explosion causes any other turgid cacti within 10 feet to explode as well. Usually an entire patch goes up at once. The resulting area of spiny flesh leaves behind the equivalent of a field of caltrops (see page 126 of the *Player's Handbook*) for 24 hours after the explosion. New cacti begin to sprout after that time and reach full size in a week.

Thorns (Ex): A porcupine cactus's thorns tear at any creature that touches it, dealing 1d4 points of piercing damage. Creatures that strike a porcupine cactus with natural attacks or unarmed strikes, or that try to grapple the cactus (presumably to pull it out of the ground), are subject to this damage, but creatures striking with melee weapons are not. A creature that is pushed into or falls onto a plant also takes damage from its thorns.

SAGUARO SENTINEL

Huge Plant
Hit Dice: 12d8+84 (138 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 22 (–2 size, –1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple: +9/+28
Attack: Slam +18 melee (3d6+11)
Full Attack: 2 slams +18 melee (3d6+11)
Space/Reach: 15 ft./15 ft.
Special Attacks: Thorns, trample 3d6+16
Special Qualities: Damage reduction 10/piercing, low-light vision, plant traits, tough flesh
Saves: Fort +15, Ref +3, Will +5
Abilities: Str 33, Dex 8, Con 25, Int 10, Wis 13, Cha 14
Skills: Disguise +2*, Intimidate +12, Knowledge (nature) +10, Listen +3, Spot +8, Survival +6 (+8 aboveground)
Feats: Alertness, Awesome Blow, Improved Bull Rush, Improved Natural Attack, Power Attack
Environment: Warm deserts
Organization: Solitary or stand (2–5)
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral
Advancement: 13–16 HD (Huge); 17–36 HD (Gargantuan)
Level Adjustment: +4



Mighty wardens protect the ecology of the waste

Illus. by S. Prescott

This massive being possesses several thick, jointed arms raised to the sky. Long, needle-sharp thorns cover its thick hide, and tiny, deep-set eyes peer from between ridges along its body.

Saguaro sentinels are wastelands relatives of the treant. Like those tree folk, they consider themselves guardians of desert plant life. Unlike treants, though, they are not much concerned with good and evil.

Saguaro sentinels stand over 30 feet tall, and some exceptional individuals approach 50 feet in height. They are thicker-bodied and retain more water than treants, having an average weight of 6,000 pounds. These cactus folk are normally slow to anger, but once aroused they are deadly juggernauts.

Saguaro sentinels speak Sylvan; those of above average intelligence also know the Treant language. Their voices are deep and booming.

COMBAT

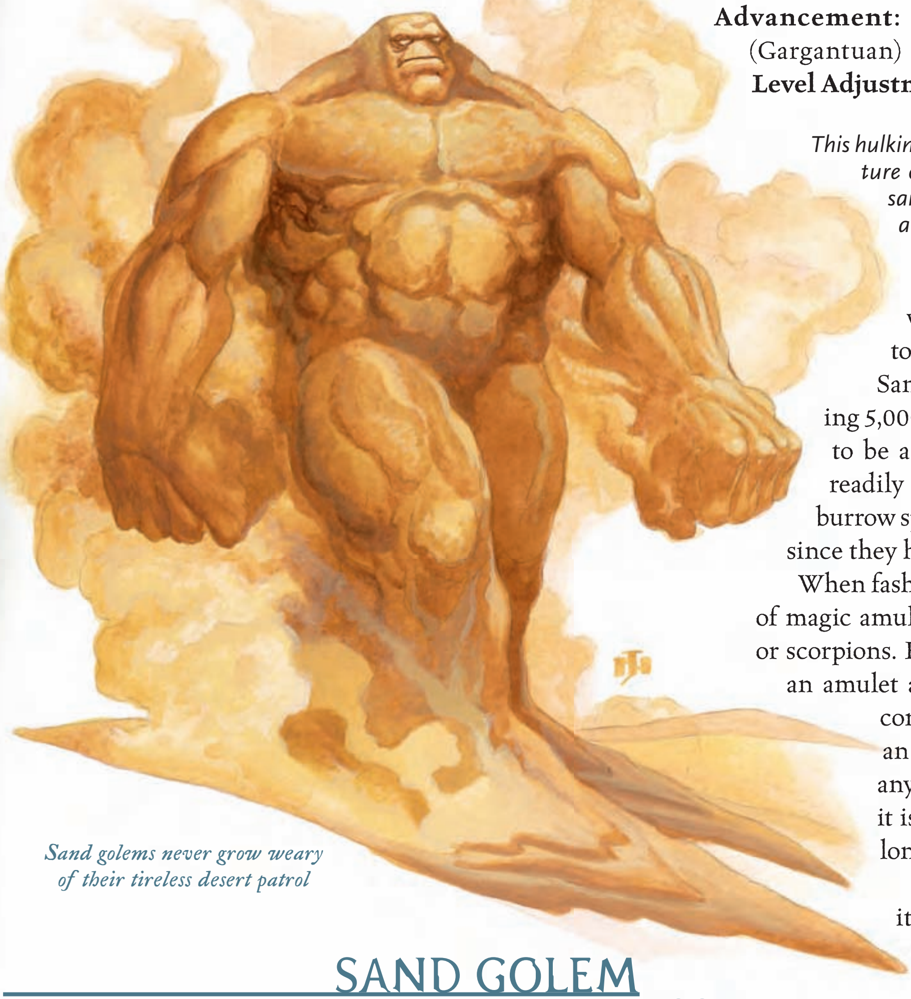
A saguaro sentinel spends most of its time standing and watching. It prefers higher ground, as long as it has soil in which to root, so it can observe larger portions of the waste. If interlopers are causing harm to desert life, a sentinel barrels down on them without warning.

Thorns (Ex): The body of a saguaro sentinel is covered with long, cruel thorns. These thorns tear at any creature that touches it, dealing 1d6 points of piercing damage. Creatures striking a saguaro sentinel with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. A creature that is pushed into or falls onto a plant also takes damage from its thorns.

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

Tough Flesh (Ex): The flesh of a saguaro sentinel is tough and retains water in the harshest of conditions. It does not take extra damage from dehydration spells and effects (including *horrid wilting*) as plants normally do.

Skills: *A saguaro sentinel has a +12 racial bonus on Disguise checks to resemble an inanimate plant.



Sand golems never grow weary of their tireless desert patrol

Illus. by J. Nelson

SAND GOLEM

Huge Construct
Hit Dice: 18d10+40 (139 hp)
Initiative: –1
Speed: 20 ft. (4 squares), burrow 20 ft. (sand and earth only)
Armor Class: 23 (–2 size, –1 Dex, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple: +13/+27
Attack: Slam +17 melee (3d8+6 plus stifle)
Full Attack: 2 slams +17 melee (3d8+6 plus stifle)
Space/Reach: 15 ft./15 ft.
Special Attacks: Brownout, stifle
Special Qualities: Construct traits, damage reduction 5/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +6, Ref +5, Will +6
Abilities: Str 23, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Warm deserts
Organization: Solitary or gang (2–4)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment: —

This hulking automaton looks like an abstract sculpture of a human, molded in magically fused sand. Its feet disappear into the ground, and a cloud of dust surrounds it.

A sand golem is the creation of a walker in the waste (see page 89), set to patrol the desert endlessly.

Sand golems are massive things, weighing 5,000 pounds or more. Sand golems seem to be a part of the earth. They can move readily through sand and loose soil at their burrow speed, and they can do so indefinitely, since they have no need to breathe.

When fashioned, a sand golem is keyed to a set of magic amulets, usually in the shape of scarabs or scorpions. Henceforth, it regards the wearer of an amulet as its master, obeying that person's commands without fail. The wearer of an amulet can call the sand golem from any distance, and it will come as long as it is on the same plane, no matter how long this might take.

A sand golem cannot speak, although it can emit a dry hissing like the approach of a duststorm.

COMBAT

A sand golem's master can command it if the golem is within 60 feet and can see and hear its master. If uncommanded, a sand golem usually follows its last instruction to the best of its ability, although if attacked it returns the attack. Its master can give the golem a simple command to govern its actions in her absence, such as "Remain in this area and attack all creatures that enter." Its creator can order a sand golem to obey the commands of another person (usually a member of the Dusty Conclave; see page 63), but she can always resume control over the golem by commanding it, at will, to obey her alone.

A sand golem attacks with its fists, pummeling its opponents. Its Armor Class is relatively low, and its ability to resist damage is less than that of other golems, but it draws strength from the fury of a desert storm.

Brownout (Ex): The dust cloud that surrounds a sand golem produces a constant condition of brownout, a common side effect of sandstorms (see page 16 for details on sandstorms). Creatures within 10 feet of a sand golem take a –4 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision.

These effects end when the creature leaves the 10-foot area around a golem.

Stifle (Ex): When a sand golem strikes a living creature, some of the shapesand that forms its body forces its way into its opponent's mouth and nose, causing that creature to suffocate. The opponent must make an immediate DC 10 Constitution check, repeated each round with the DC increasing by 1 for each previous check, until it can clear the sand from its lungs. A stifled creature can clearing the sand from its blocked airways by spending a full-round action that provokes attacks of opportunity. When the opponent fails a Constitution check, it begins to suffocate (see page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A sand golem has immunity to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

An *earthquake* spell cast directly on a sand golem stops it from moving on its next turn and deals 3d12 points of damage.

A *vitrify* spell (see page 125) does not actually change the sand golem's structure but negates its damage reduction and immunity to magic for 1 round.

A *blast of sand* or *flaywind burst* spell restores 1 hit point for every 3 points of damage it would otherwise deal. (A sand golem caught in a supernatural flaywind also benefits from this effect.) A *fuse sand* spell restores all of a sand golem's lost hit points.

CONSTRUCTION

Only the Dusty Conclave of walkers in the waste has the hidden knowledge of sand golem creation.

A sand golem's body must be formed from a mass of shapesand (see page 25) having a volume of 1,000 cubic feet (equivalent to a 10-foot cube), and treated with volcanic ash and precious powders worth at least 2,000 gp. Creating the body requires a DC 15 Craft (sculpting) check.

CL 14th; Craft Construct (see page 303 of the *Monster Manual*), *awaken sand*, *fuse sand* (see page 116), *geas/quest*, caster must be at least 14th level; Price 50,000 gp; Cost 27,000 gp + 920 XP.

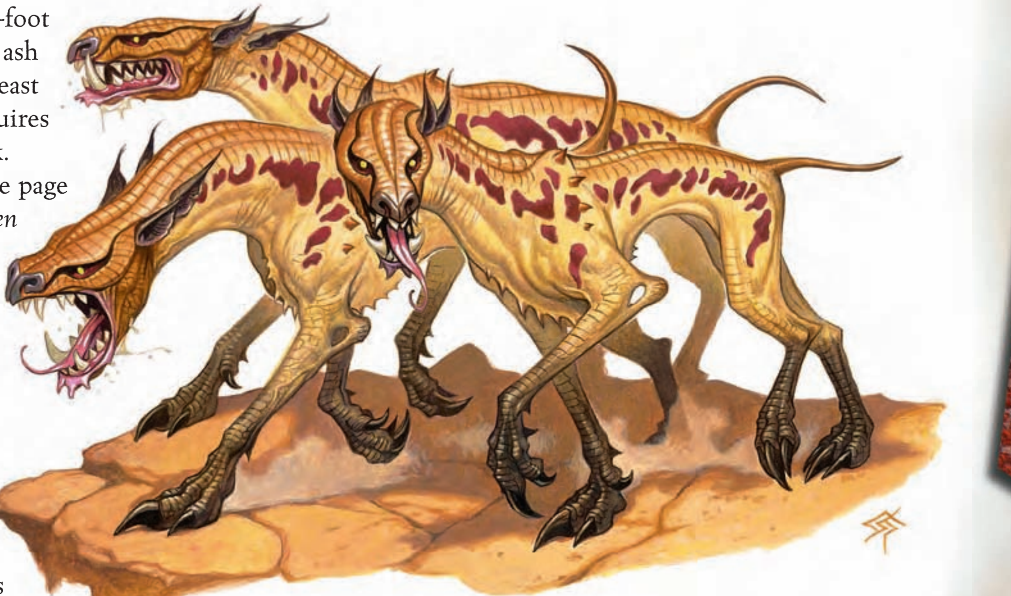
SAND GOLEM AMULETS

Members of the Dusty Conclave share a set of amulets and can use any of the sand golems an individual walker has created. The walkers in the waste are in contact with one another and are aware of any member's use of an amulet. If a sand golem's amulet is destroyed, the golem no longer follows instructions except from its creator, and only if that creator is within 60 feet. If the wearer dies but the amulet is intact, the golem becomes inactive until a new person wears the amulet.

SAND HUNTER

Medium Magical Beast
Hit Dice: 3d10+6 (22 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +3/+5
Attack: Bite +5 melee (1d4+3)
Full Attack: Bite +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pack attack, sonic howl
Special Qualities: Darkvision 60 ft., low-light vision, pack mind, scent
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 15, Dex 17, Con 15, Int 3*, Wis 12, Cha 12
Skills: Listen +5, Spot +5, Survival +3
Feats: Alertness[B], Improved Initiative, Iron Will, Track[B]
Environment: Warm deserts
Organization: Pack (4–16)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral good
Advancement: 4–9 HD (Medium)
Level Adjustment: —

Illus. by S. Prescott



Many forms hold only a single consciousness in a pack of sand hunters

A small group of scaly, doglike creatures lopes across the sand. An eerie whining surrounds the pack, which seems to move as one being.

Sand hunters are bizarre, intelligent predators that exist only in packs. Each member of the pack has a long, sinuous neck and flexible lips to help it manipulate objects, and the creatures are capable of tool use.

Sand hunters share a "pack mind," allowing the pack to act as one coordinated being. The pack consciousness is established through high-pitched sonics (mostly at frequencies beyond human hearing) and a limited empathic contact. If a sand hunter is split off from the others in a pack, or the group is reduced to one or two individuals, the pack mentality breaks down. Isolated sand hunters become little more than animals, unintelligent and mad. They do not live long.

Sand hunters prefer to prey on large herbivores of the plains and deserts, using their superior group intelligence and coordination to overcome prey much larger than themselves. They are shy in the presence of intruders, often choosing to retreat and hide. However, they have a longstanding good relationship with the asherati, who call them the "spirit of the sands," and the two often hunt and work together.

COMBAT

When hunting, sand hunters spread out to the limit of communication, scouting out prey and acting as beaters to drive creatures ahead of them. The hunters yip back and forth in a series of signals but keep "pack speak" to a minimum to prevent alerting their prey. Once within range of a suitable target, the pack uses its sonic howl attack in an attempt to stun the target. If successful, the pack attacks.

If attacked, a sand hunter uses its sonic howl to discourage the enemy, then flees to its pack's hidden den. In combat, sand hunters leap in and out of melee range, setting up flanks and attempting to grapple and overcome their foes.

Pack Attack (Ex): If a sand hunter in a pack uses the aid another action to assist another pack member's attack roll in combat, it grants a +4 bonus on its ally's next attack roll instead of the usual +2. If any member of a pack enters a grapple, each other member can use the aid another action to grant it a +2 bonus on grapple checks to pin the opponent. Often two or three members enter a grapple, with the remainder aiding their companions.

Pack Mind (Ex): As long as a pack contains at least three individuals, none of which is more than 50 feet from any other individual, all its members share a group consciousness. If one is aware of a particular danger, they all are. If one in the pack is not flat-footed, none of them are. No member of the pack is considered flanked unless all of them are.

The pack mind operates through high-frequency sounds and limited empathy. As long as the pack members remain within range, they all enjoy the benefits of Alertness. They can communicate empathically with one another, as well as with a sentient being within range, much as a familiar does with its master.

*The collective Intelligence score of a pack of sand hunters is 12, and their tactics reflect this. Each individual has an Intelligence score of only 3, as given in the statistics above. A pack must include at least three members to gain the benefit of the higher Intelligence score.

Sonic Howl (Ex): As a standard action, a pack of sand hunters can lower the frequency of their communication sounds to produce a sonic attack. Any creature within 60 feet of any pack member producing the howl must succeed on a Will save or be stunned for 1d4 rounds. The save DC of the howl is 10 + 1/2 the number of sand hunters in the pack + each pack member's Cha modifier. A pack must include at least three members to activate the sonic howl, and no two contributing pack members can be more than 30 feet apart. Creatures with immunity to sonic energy attacks do not have immunity to the sonic howl, although creatures that can't hear the howl (such as deaf creatures or those within the area of a *silence* spell) are not affected. The save DC is Charisma-based and includes the Charisma bonus of each member participating in the attack.

SCARAB SWARM, DEATH

Diminutive Undead (Swarm)
Hit Dice: 12d12+9 (87 hp)
Initiative: +6
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Consumption, distraction
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., hive mind, low-light vision, resistance to fire 10, swarm traits
Saves: Fort +4, Ref +10, Will +9
Abilities: Str 1, Dex 23, Con —, Int 6, Wis 13, Cha 15
Skills: Climb +4, Hide +18, Listen +10, Spot +10
Feats: Alertness, Iron Will, Toughness (3)
Environment: Warm deserts
Organization: Solitary, dread (2–4 swarms), or horror (5–8 swarms)
Challenge Rating: 7
Treasure: None

Alignment: Always neutral
Advancement: None
Level Adjustment: —

A black carpet of furiously vibrating carapaces surges forward. Every square inch of the ground is covered with hundreds of scrabbling scarabs.

Death scarabs are vicious, undead beetles that reside in some desert tombs. A single death scarab resembles a round, night-black beetle 1-1/2 inches long. Death scarabs exhibit no fear, and when swarming, these creatures seem unstoppable.

While living scarab beetle swarms are terrible to contend with, the tenacity of death scarab swarms is something living swarms cannot duplicate.

Death scarab swarms are visually distinct from living beetles in that they are black all over, and an individual is slightly larger than its living counterpart.

COMBAT

A death scarab swarm surrounds and swarms any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. It can completely consume prey in moments under the right conditions.

Consume (Ex): A death scarab swarm can attempt to instantly consume prey by entering a creature directly through the skin or by crawling into its mouth and other orifices to eat the target both inside and out. If a scarab swarm successfully distracts a foe it surrounds, it takes advantage of the distraction, and the swarm enters the distracted prey's body. Once scarabs have entered a creature, the victim automatically takes 6d6 points of damage in each subsequent round. If the swarm slays the prey, it is considered completely consumed, leaving nothing behind but equipment.

A *remove disease* or *heal* spell cast on a victim being consumed expels the invading scarabs (in that round, anyway; the swarm can attempt to consume again on the following round if all other conditions are met).

Distraction (Ex): Any living creature that begins its turn with a death scarab swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Hive Mind (Ex): Any death scarab swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard death scarab swarm) forms a hive mind, giving it an Intelligence of 6. When a death scarab swarm is reduced below this hit point threshold, it becomes mindless.

Skills: A death scarab swarm has a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.

SCORPION SWARM

Diminutive Vermin (Swarm)
Hit Dice: 9d8+9 (49 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6 plus rend plus poison)
Full Attack: Swarm (2d6 plus rend plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, poison, rend 4d6
Special Qualities: Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 1, Dex 19, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +12, Spot +4
Feats: Weapon Finesse^{B}
Environment: Warm deserts
Organization: Solitary, gathering (2–4 swarms), or living mat (7–12 swarms)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A jumping, sticky mass of desert scorpions rolls forward, hundreds of tiny stingers held high, each glistening with poison.

A scorpion swarm is a heaving mass of desert scorpions eager to feast on any large prey it can bring down.

COMBAT

A scorpion swarm seeks to surround and attack any living creature it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a scorpion swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Rend (Ex): If a scorpion swarm successfully distracts a foe it surrounds, it takes advantage of the distraction and tears the victim's flesh. This attack automatically deals an extra 4d6 points of damage.

Skills: A scorpion swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks.

A scorpion swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

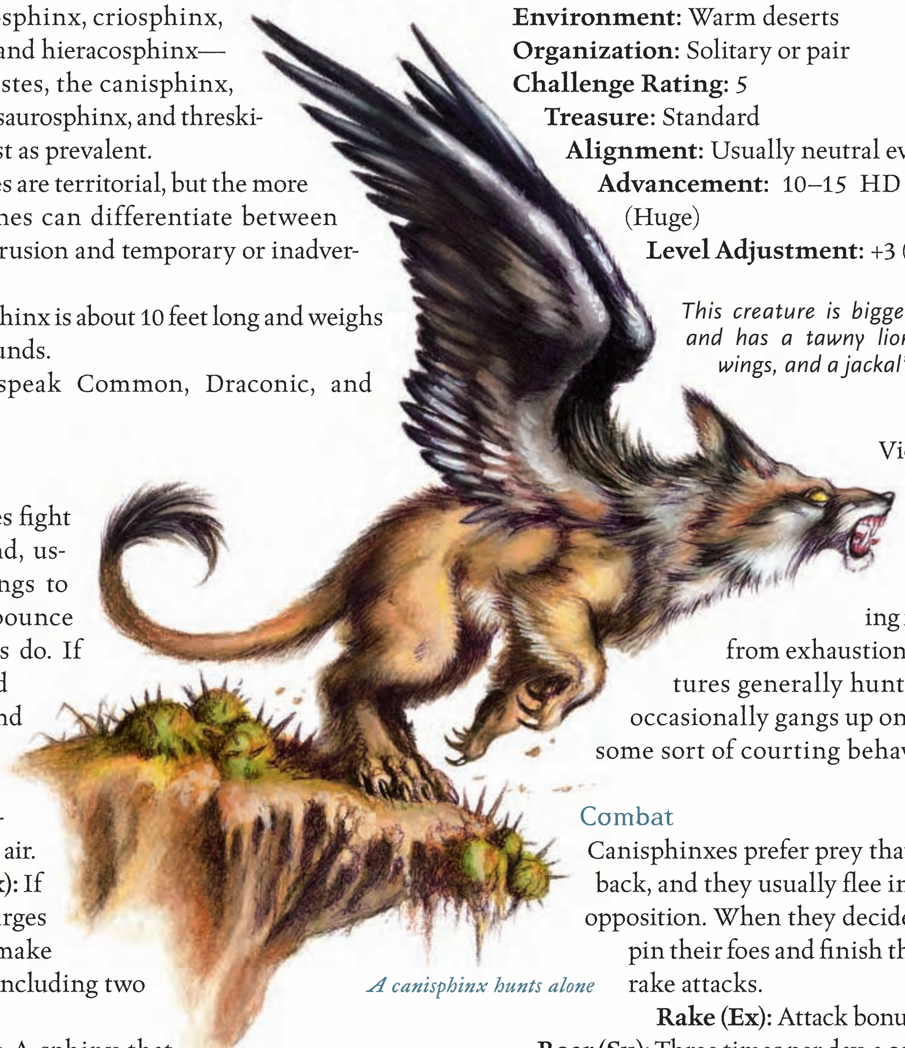
SPHINX

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. The most common sphinxes are the androsphinx, criosphinx, gynosphinx, and hieracosphinx—but in the wastes, the canisphinx, crocosphinx, saurosphinx, and threskisphinx are just as prevalent.

All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

A typical sphinx is about 10 feet long and weighs about 800 pounds.

Sphinxes speak Common, Draconic, and Sphinx.



A canisphinx hunts alone

Illus. by R. Spencer

COMBAT

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks from the air.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's description provides its attack bonus and damage.

CANISPHINX

Large Magical Beast

Hit Dice: 9d10+18 (67 hp)

Initiative: +1

Speed: 60 ft. (12 squares), fly 90 ft. (poor)

Armor Class: 20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +9/+18

Attack: Bite +13 melee (1d10+5)

Full Attack: Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rake 1d6+2, roar

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 21, Dex 13, Con 15, Int 15, Wis 17, Cha 16

Skills: Intimidate +15, Listen +21, Spot +17, Survival +15

Feats: Alertness, Flyby Attack, Power Attack, Track

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 10–15 HD (Large); 16–27 HD (Huge)

Level Adjustment: +3 (cohort)

This creature is bigger than a riding horse and has a tawny lion's body, great falcon wings, and a jackal's head.

Vicious hunters, canisphinxes often chase their prey across the desert sands for hours, waiting for the victim to drop from exhaustion. Though these creatures generally hunt alone, a mated pair occasionally gangs up on prey as a prelude to some sort of courting behavior.

Combat

Canisphinxes prefer prey that is too weak to fight back, and they usually flee in the face of stronger opposition. When they decide to fight, they try to pin their foes and finish them off with bite and rake attacks.

Rake (Ex): Attack bonus +13, damage 1d6+2.

Roar (Su): Three times per day, a canisphinx can loose a mighty roar as a standard action. All creatures within 200 feet must succeed on a DC 17 Will save or be affected as though by a *fear* spell for 2d4 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 100 feet must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 rounds, and all those within 60 feet are also deafened for 1d4 rounds (no save). If it roars a third time during the same encounter, all those within 50 feet must succeed on a DC 17 Fortitude save or take 1d4 points of Strength damage for 1d4 rounds. The effect of roars from multiple canisphinxes is cumulative. A second canisphinx that roars within 100 feet of a creature already affected by another's *fear* roar forces that creature to save to resist paralysis. Other canisphinxes have immunity to these effects. The save DCs are Charisma-based.

Skills (Ex): Canisphinxes have a +4 racial bonus on Listen checks.

CROCOSPHINX

Large Magical Beast
Hit Dice: 15d10+90 (172 hp)
Initiative: –1
Speed: 40 ft. (8 squares), fly 60 ft. (poor), swim 40 ft.
Armor Class: 23 (–1 size, –1 Dex, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple: +15/+27
Attack: Bite +22 melee (2d6+8) or tail slap +22 melee (1d12+12)
Full Attack: Bite +22 melee (2d6+8) and 2 claws +17 melee (2d4+4); or tail slap +22 melee (1d12+12) and 2 claws +17 melee (2d4+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 2d4+4
Special Qualities: Darkvision 60 ft., hold breath, low-light vision
Saves: Fort +15, Ref +8, Will +7
Abilities: Str 26, Dex 8, Con 23, Int 13, Wis 14, Cha 15
Skills: Hide +8*, Intimidate +11, Listen +22, Spot +22, Swim +8
Feats: Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Power Attack
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 16–22 HD (Large); 23–45 HD (Huge)
Level Adjustment: +8 (cohort)

This large creature looks like something out of a nightmare. Great feathered wings sprout from behind the front shoulders of its powerful leonine body, but its most terrifying feature is its large, toothy crocodile head. A crocodile's tail droops from its hindquarters.

Crocosphinxes are among the most aggressive of the sphinxes. They lair on the banks of rivers that cut through the waste, often amid colonies of crocodiles, with which they freely interbreed. When hunting, they slip into the water and lie mostly submerged, leaving only their eyes and nostrils above the surface. They then swim slowly closer to their prey. They appear almost to drift until the victim is within reach; then they pounce in a sudden, deadly attack.

Despite having wings, crocosphinxes rarely feel the need to fly, and cannot do so immediately out of the water, in any case. A crocosphinx that has been submerged must wait for 1 minute before it can fly; its wings must dry out before it can take to the air.

Combat

A crocosphinxes pounces on its opponent from beneath the water, then drags it in and attempts to drown the victim.

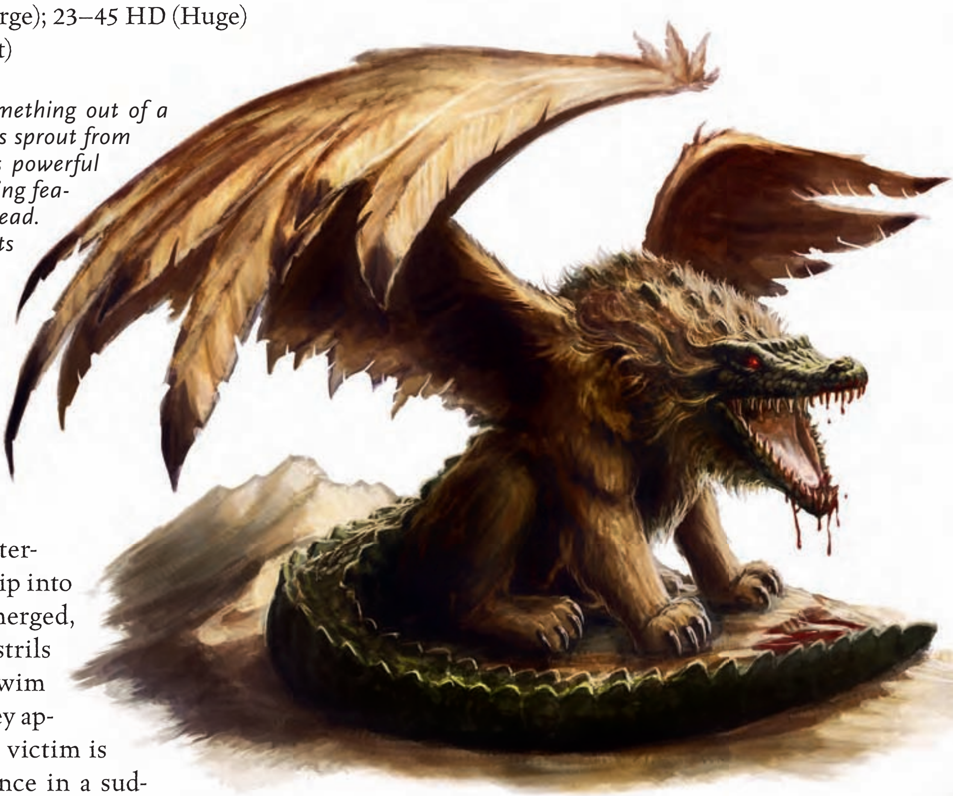
Hold Breath (Ex): A crocosphinx can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, a crocosphinx must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocosphinx establishes a hold on the opponent and drags it into deep water, attempting to pin it to the bottom.

Rake (Ex): Attack bonus +17, damage 2d4+4.

Skills (Ex): A crocosphinx has a +8 racial bonus on any Swim check to perform some special action to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A crocosphinx gains a +4 racial bonus on Hide checks when in the water. Further, a crocosphinx can lie in the water with only its eyes and nostrils showing, gaining a +10 circumstance bonus on Hide checks.



A crocosphinx might lair with crocodiles

Illus. by M. Phillippi

SAUROSPHINX

Large Magical Beast
Hit Dice: 8d10+32 (76 hp)
Initiative: +2
Speed: 60 ft. (12 squares), fly 90 ft. (poor)
Armor Class: 19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +10, Ref +8, Will +4
Abilities: Str 19, Dex 14, Con 19, Int 11, Wis 15, Cha 15
Skills: Knowledge (any one) +6, Listen +12, Spot +12
Feats: Alertness, Flyby Attack, Power Attack
Environment: Warm deserts
Organization: Solitary, pair, or clutch (5–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: 9–15 HD (Large); 16–24 HD (Huge)
Level Adjustment: +2 (cohort)

A pair of feathery wings and an inquisitive reptilian face augment this creature's slender leonine body. As large as a horse, the creature has powerful claws that look capable of rending smaller creatures limb from limb.

Among sphinxes, saurosphinxes are the most civilized. Though not remarkably intelligent, they are far more interested in conversation than combat, and they sometimes travel long distances to listen to sages and scholars speak. Other, more aggressive sphinxes often see saurosphinxes as little more than educated food.

Saurosphinxes lair in rocky hills, where they seek the shade of small caves during the day and crawl out at twilight to enjoy the waning warmth. They dislike the cold intensely, and they flee from encounters with anyone who wields cold weapons or casts cold spells.

Combat

Saurosphinxes avoid combat, but when given no other choice they try to limit an opponent's ability to attack at range. They tend to make flyby attacks on opponents with long-range weapons—bows and crossbows, typically—and depart as soon afterward as possible. A saurosphinx forced to fight on the ground tries its best to take to the air and flee as soon as it can.

Rake (Ex): Attack bonus +11, damage 1d6+4.

THRESKISPHINX

Large Magical Beast
Hit Dice: 10d10+40 (95 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 100 ft. (poor)
Armor Class: 19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +10/+19
Attack: Claw +14 melee (1d4+5)
Full Attack: 2 claws +14 melee (1d4+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d4+2, spells
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +11, Ref +9, Will +10
Abilities: Str 20, Dex 15, Con 18, Int 19, Wis 24, Cha 19
Skills: Concentration +17, Knowledge (any one) +17, Knowledge (nature) +17, Listen +22, Spellcraft +17, Spot +22
Feats: Alertness, Craft Wondrous Item, Flyby Attack, Still Spell
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral good
Advancement: 11–16 HD (Large); 17–30 HD (Huge)
Level Adjustment: +5 (cohort)

As big as a horse, this creature has a lion's body, but the resemblance to a great feline ends there. Feathered wings sprout from the creature's shoulders, and its head is that of an ibis—one of the commonly revered birds of the waste.

Ibis-headed threskisphinxes are renowned for the magic items they create. They are the sages of the sphinxes. They lair frequently at the edge of lakes and rivers, hiding among flocks of ibises and often protecting the flocks with their spells. While not particularly aggressive, they do not like uninvited guests and try to chase them off whenever possible.

Good heroes sometimes seek out threskisphinxes for magical aid, usually in the form of a magic item that the threskisphinx has created. A threskisphinx creates only a few items in its lifetime, though, and those merely as an academic pursuit. Any given threskisphinx encountered has a 75% chance of having an additional wondrous item—one that it has created—among its treasure.

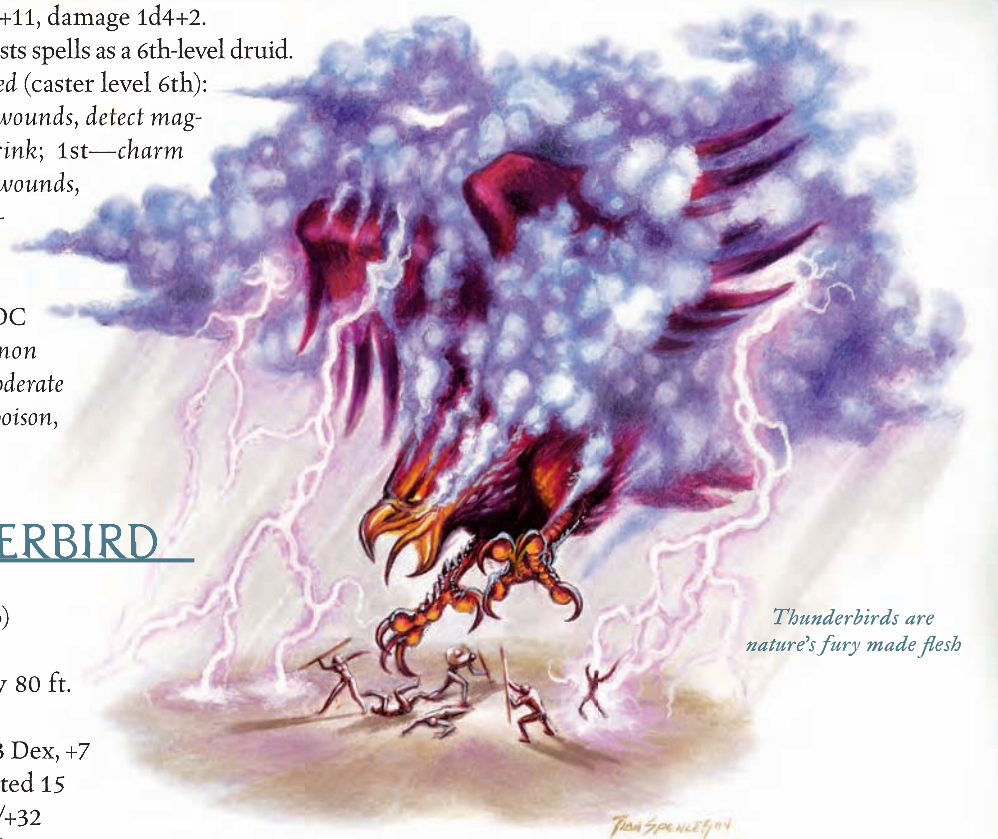
Combat

Threskisphinxes use their spells to avoid combat whenever possible, usually throwing out an *obscuring mist* or a *summon nature's ally* spell to distract opponents. Because they eat only small fish, a threskisphinx's natural weapons are generally used only for defense.

Rake (Ex): Attack bonus +11, damage 1d4+2.

Spells: A threskisphinx casts spells as a 6th-level druid.

Typical Druid Spells Prepared (caster level 6th): 0—*create water, cure minor wounds, detect magic, light, purify food and drink*; 1st—*charm animal* (DC 18), *cure light wounds, obscuring mist, speak with animals, summon nature's ally I*; 2nd—*animal trance* (DC 19), *delay poison, hold animal* (DC 19), *lesser restoration, summon nature's ally II*; 3rd—*cure moderate wounds, daylight, neutralize poison, remove disease.*



Thunderbirds are nature's fury made flesh

Illus. by R. Spencer

THUNDERBIRD

Huge Magical Beast
Hit Dice: 15d10+90 (172 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 80 ft. (good)
Armor Class: 18 (–2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
Base Attack/Grapple: +15/+32
Attack: Talon +22 melee (1d8+9)
Full Attack: 2 talons +22 melee (1d8+9) and bite +20 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., immunity to electricity and sonic, resistance to acid 10 and fire 10, spell resistance 25
Saves: Fort +15, Ref +12, Will +11
Abilities: Str 28, Dex 17, Con 22, Int 12, Wis 19, Cha 17
Skills: Intimidate +21, Knowledge (nature) +10, Listen +13, Spot +20, Survival +4 (+6 aboveground)
Feats: Flyby Attack, Hover, Iron Will, Multiattack, Power Attack, Snatch
Environment: Temperate deserts
Organization: Solitary
Challenge Rating: 12
Treasure: Standard coins; double goods; double items
Alignment: Always chaotic good
Advancement: 16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment: —

The clouds part as lightning surges down and you see the enormous silhouette of a bird of prey. As the thunder peals, its eyes flash with electric light, and its beating wings threaten to block out the sky.

The thunderbird is a fabulous beasts that embodies the fury and abundance of nature. It is often worshiped as a nature spirit, particularly by the bhukas.

A typical thunderbird is 20 to 30 feet long and has a wingspan of 50 feet, although much larger individuals have been sighted. Its plumage is brightly colored, usually red and orange, but blue and white thunderbirds also exist. The creature is usually difficult to see clearly, since it is surrounded by vapors and clouds.

A thunderbird is often friendly to humanoids, but is a wild creature with a ferocious appetite and a quick temper. It nests in a hidden cave deep within a mountain or canyon, and does not tolerate intruders. A thunderbird can readily carry off prey the size of a horse or larger (coastal varieties are known to feed on orca whales).

Thunderbirds speak Auran and Common.

COMBAT

An angry thunderbird is a terrible opponent. It hovers over the battlefield, striking with talons and beak while its wings stir up storm winds on the ground below. With a blink of its flashing eyes, it can call down lightning from a clear sky and blast foes with crashes of thunder.

Spell-Like Abilities: At will—*call lightning* (DC 16), *fog cloud, shout* (DC 17); 3/day—*call lightning storm* (DC 18), *greater shout* (DC 21), *sandstorm*†, *solid fog*; 1/day—*earthquake* (DC 21). Caster level 15th.

† New spell described on page 119.

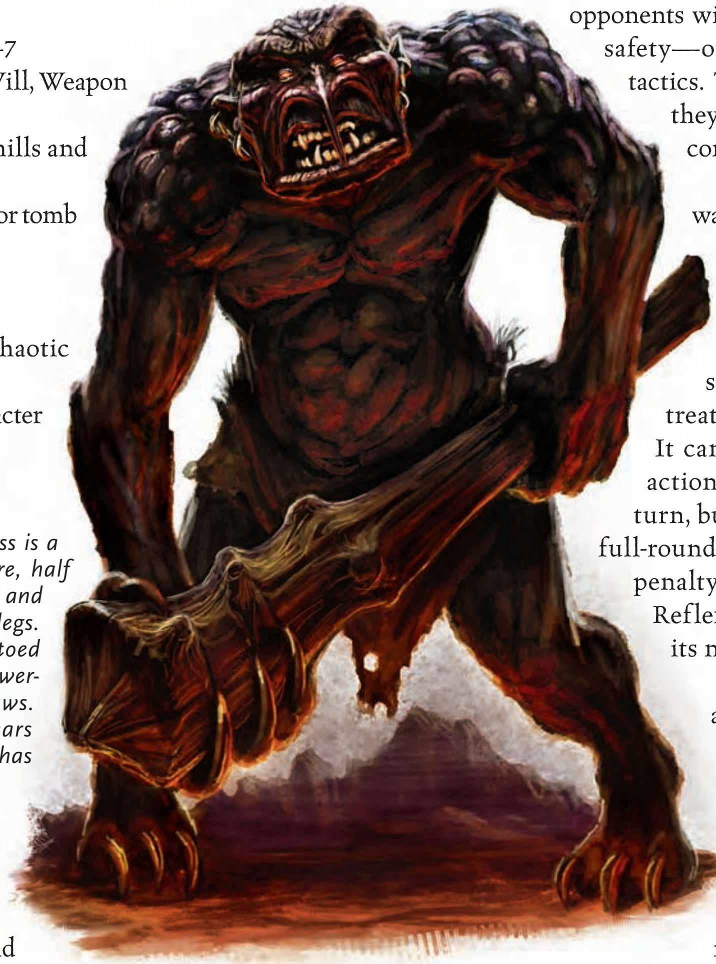
Skills: Thunderbirds have a +4 racial bonus on Spot checks.

TROLL, WASTELAND

Large Giant
Hit Dice: 8d8+56 (92 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+17
Attack: Claw +13 melee (1d6+7) or greatclub +12 melee (2d8+10)
Full Attack: 2 claws +13 melee (1d6+7) and bite +8 melee (1d8+3) or greatclub +12/+7 melee (2d8+10) and bite +8 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+10
Special Qualities: Darkvision 90 ft., light sensitivity, low-light vision, regeneration 5, scent
Saves: Fort +14, Ref +4, Will +4
Abilities: Str 25, Dex 11, Con 24, Int 5, Wis 10, Cha 8
Skills: Listen +8, Spot +7
Feats: Alertness, Iron Will, Weapon Focus (claw)
Environment: Warm hills and mountains
Organization: Solitary or tomb (2–4)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5

Stepping from the darkness is a night-black, bulky creature, half again as tall as a human, and with long, thick arms and legs. Its legs end in great, three-toed feet, the arms in wide, powerful hands with sharp claws. The creature's hide appears as thick as stone, and it has no hair.

Illus. by M. Phillippi



Wasteland trolls thrive in darkness

Larger, more powerful versions of the common troll, wasteland trolls prowl the mountains and badlands of the deserts. The bane of caravans and nomads, they fearlessly attack anything that might be edible.

Wasteland trolls differ from ordinary trolls chiefly in that sunlight dazzles their eyes and makes them sluggish. Otherwise, they are just as ravenous and brutal as other varieties. Whenever possible, they set up their lairs near settlements, then prey upon the inhabitants night after night until they have devoured every living creature. Because they hunt under the cover of darkness, their prey might not even realize the nature of the threat until it's too late.

Unlike ordinary trolls, wasteland trolls are not agile, though they make up for this lack with sheer strength. They walk upright but dangle their arms at their sides—often dragging their greatclubs along the ground behind them.

An average wasteland troll stands just over 10 feet tall and weighs over 600 pounds. Females are virtually indistinguishable from males.

Wastelands trolls speak Giant.

COMBAT

Wasteland trolls are no more subtle about combat than their more common relatives. They charge opponents with no regard for their own safety—or, for that matter, combat tactics. Though vulnerable to fire, they merely seek to avoid it and continue attacking.

Light Sensitivity (Ex): A wasteland troll is dazzled by bright sunlight or the glare of a *daylight* spell.

In addition, a wasteland troll exposed to sunlight or its equivalent is treated as though it was *slowed*: It can take only a single move action or standard action each turn, but not both (nor can it take full-round actions). It also takes a –1 penalty on attack rolls, AC, and Reflex saves, and moves at half its normal speed.

Regeneration (Ex): Fire and acid deal normal damage to a wasteland troll.

If a wasteland troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend: If a wasteland troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

TUMBLING MOUND

Medium Plant
Hit Dice: 6d8+12 (39 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple: +4/+7
Attack: Slam +7 melee (2d6+3)
Full Attack: 2 slams +7 melee (2d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, improved grab, thorns 2d4
Special Qualities: Darkvision 60 ft., low-light vision, plant traits, resistance to fire 10
Saves: Fort +7, Ref +3, Will +2
Abilities: Str 16, Dex 12, Con 15, Int 5, Wis 11, Cha 6
Skills: Climb +6, Hide +1*, Spot +3, Survival +3
Feats: Improved Overrun, Power Attack, Track
Environment: Warm deserts
Organization: Solitary or cluster (5–8)
Challenge Rating: 3
Treasure: 1/10th coins, 50% goods, 50% items.
Alignment: Always neutral
Advancement: 7–10 HD (Medium); 11–18 HD (Large)
Level Adjustment: —

This mass of twisted brush looks like a particularly large tumbleweed covered with sharp thorns.

A tumbling mound appears to be a roughly spherical mass of dried brush. In truth, it is actually an intelligent, carnivorous plant that imitates the form of harmless dead vegetation. Its brain and major sensory organs are located in a lump in the center of its body.

Tumbling mounds move about virtually silently, and often go unnoticed due to their similarity to tumbleweeds. They often lurk in clumps of vegetation, then tumble out to attack when their prey is sleeping or otherwise off guard. Travelers tell stories of waking up to find tumbling mounds feeding off their companions, and of taking flight, pursued by seemingly tireless clusters of the thorny monsters.

COMBAT

A tumbling mound attacks by throwing itself at a target, then driving as many thorns as possible into the victim's flesh to latch on. It feeds by sucking the victim's blood through a hollow "feeder" thorn. Tumbling mounds have enough cunning to choose lightly armored foes over those wearing heavier armor.

Blood Drain (Ex): A tumbling mound derives its needed moisture from blood. It deals 1d4 points of Constitution damage to a grappled creature in any round when it begins its turn grappling the victim. Once it has dealt 8 points of Constitution damage, it releases its grip and tumbles away, sated. If the victim dies before the tumbling mound has drained 8 points of Constitution, the tumbling mound releases its victim and goes in search of a new one. A tumbling mound does not need to deal thorn damage to utilize this ability.

Improved Grab (Ex): To use this ability, a tumbling mound must hit a creature of any size with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and inflicts its thorn damage with each subsequent grapple attempt (no matter who initiates the grapple, including a third party coming to the aid of the tumbling mound's victim). It can also begin draining blood once it has grappled a victim.

Thorns (Ex): Any creature that strikes a tumbling mound with a natural weapon takes 2d4 points of piercing damage from sharp thorns that cover the mound's body.

Skills: *Tumbling mounds have a +8 racial bonus on Hide checks in dry undergrowth or dead vegetation.

WASTE CRAWLER (ANHYDRUT)

Large Construct (Extraplanar, Lawful)
Hit Dice: 8d10+30 (74 hp)
Initiative: +0
Speed: 30 ft. (10 squares), burrow 30 ft.
Armor Class: 27 (–1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple: +6/+18
Attack: Pincer claw +13 melee (2d6+8) or tail sting +13 melee (1d6+8 plus 1d6 fire)
Full Attack: 2 pincer claws +13 melee (2d6+8) and tail sting +11 melee (1d6+4 plus 1d6 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves: Fort +4, Ref +2, Will +5
Abilities: Str 26, Dex 11, Con —, Int 10, Wis 17, Cha 15
Skills: Diplomacy +4, Intimidate +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3
Feats: Great Fortitude, Improved Overrun, Power Attack, Multiattack^{B}
Environment: Clockwork Nirvana of Mechanus
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always lawful neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

This creature looks like a clockwork scorpion, complete with a carapace of burnished metal. Instead of legs, it rolls through the desert sands on metallic treads. The gleaming tail rising behind it is surmounted by a stinger engulfed in fire.

Waste crawlers are constructs hailing from the lawful neutral plane of Mechanus. Like others that enforce the natural laws of the universe (called inevitables),the crawlers are defenders of the waste. Also called anhydruts, these constructs are designed to find and punish those who commit particular transgressions—in this case, those who sin against the desert itself.

Anhydruts represent the inevitability of the waste. They confront those who would try to change the waste by farming, irrigating, or otherwise transforming the sands from their pristine state. Small communities of desert nomads and other desert communities are rarely bothered, but sometimes a desert outpost, for reasons too obscure to be known, violates some rule or obligation to the surrounding waste. A waste crawler then shrugs from the sand and crawls surely and implacably forward, dedicated to destroying those who would make the waste impure.

COMBAT

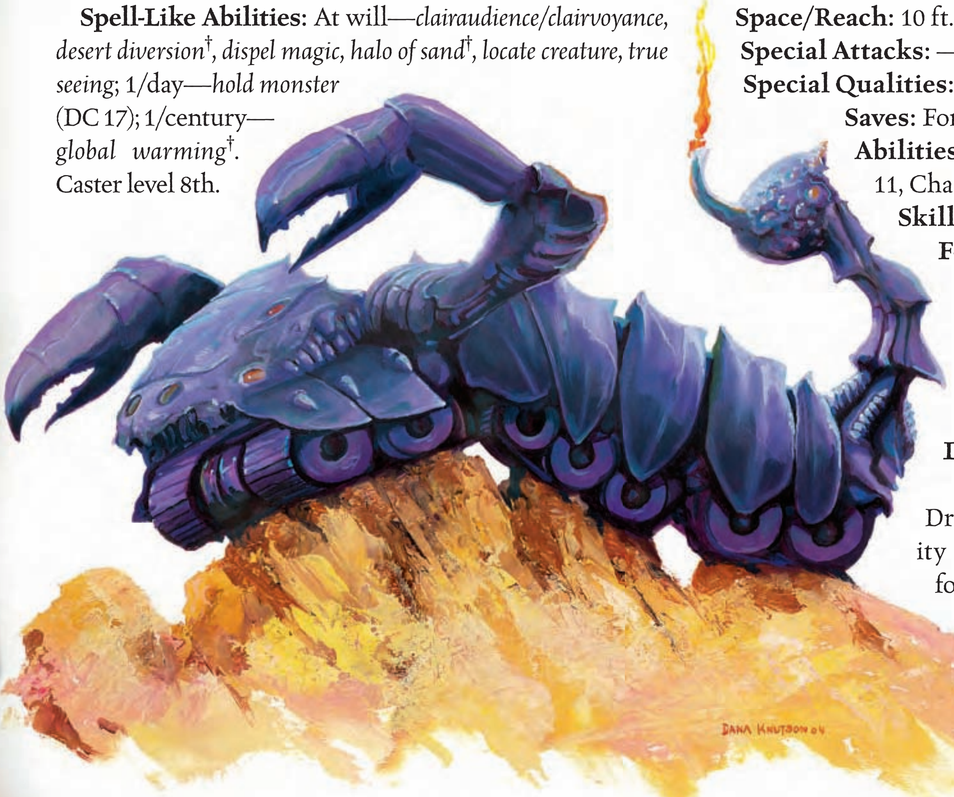
Upon discovering any creature that would despoil the desert sands, an anhydrut uses its pincers, fiery sting, and spell-like abilities to dispatch the guilty party.

An anhydrut's natural weapons are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, desert diversion*†, *dispel magic, halo of sand*†, *locate creature, true seeing*; 1/day—*hold monster* (DC 17); 1/century—*global warming*†. Caster level 8th.

† New spell described in Chapter 5.

Skills: An anhydrut has a +4 racial bonus on Search and Sense Motive checks.



Waste crawlers enforce the harsh natural laws of the desert.

Illus. by D. Knutson

ANIMALS

Animals of the waste have adapted in very special ways to live in this barren environment. When finding water is a problem, many animals develop ways of surviving while using less water.

Many waste animals stay out of the sun during the hottest part of the day, deep underground in burrows. There the sand is cooler, and burrowing animals can sleep away the searing daylight. Other animals, such as the hippopotamus, are found only in areas with sufficient mud or water to cover them and keep them cool. At night, after the sun goes down and the sand cools off, animals of the waste are far more active.

CAMEL, DROMEDARY

Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 13 (–1 size, +3 Dex, +1 natural), touch 12, flat-footed 10
Base Attack/Grapple: +2/+10
Attack: Bite +0 melee* (1d4+2*)
Full Attack: Bite +0 melee* (1d4+2*)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent, sure feet
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 14, Int 1, Wis 11, Cha 4
Skills: Listen +5, Spot +5
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Domesticated or herd (6–30)
Challenge Rating: 1
Advancement: —
Level Adjustment: —

Dromedaries are known for their ability to travel long distances without food or water. A dromedary is a one-humped camel, and it thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher.

Carrying Capacity: A light load for a dromedary is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A dromedary can drag 4,500 pounds.

Combat

*A dromedary's bite is treated as a secondary attack and adds only 1/2 the camel's Strength bonus to the damage roll.

Sure Feet (Ex): Dromedary camels have broad feet that help them travel easily over sand and similar loose surfaces. They treat shallow sand as normal terrain and deep sand as shallow sand. See Sand Travel, page 18, for descriptions of shallow and deep sand.

CAMEL, TWO-HUMPED

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple: +2/+10
Attack: Bite +0 melee* (1d4+2*)
Full Attack: Bite +0 melee* (1d4+2*)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent, sure feet
Saves: Fort +6, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 16, Int 1, Wis 11, Cha 4
Skills: Listen +5, Spot +5
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Domesticated or herd (6–30)
Challenge Rating: 1
Advancement: —
Level Adjustment: —

Two-humped camels are known for their ability to move through difficult terrain. These animals are suited to areas of the waste that are rockier and more difficult to traverse for dromedary camels. The creature appears slightly stocky compared to its one-humped cousin, the dromedary. It stands about 6-1/2 feet tall at the shoulder, its humps rising 1 foot higher.

Carrying Capacity: A light load for a two-humped camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A two-humped camel can drag 4,500 pounds.

Combat

*A two-humped camel's bite is treated as a secondary attack and adds only 1/2 the camel's Strength bonus to the damage roll.

Sure Feet (Ex): Two-humped camels have broad feet that help them travel easily over sand and similar loose surfaces. They treat shallow sand as normal terrain and deep sand as shallow sand. See Sand Travel, page 18, for a description of shallow sand.

CAMEL, WAR

Large Animal
Hit Dice: 4d8+16 (34 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Hoof +6 melee (1d6+4)
Full Attack: 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent, sure feet
Saves: Fort +8, Ref +7, Will +2
Abilities: Str 18, Dex 16, Con 18, Int 2, Wis 13, Cha 5
Skills: Listen +7, Spot +6
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Domesticated
Challenge Rating: 2
Advancement: —
Level Adjustment: —

These animals are similar to dromedary camels but are trained and bred for strength and aggression. A war camel can fight while carrying a rider, but the rider cannot also attack unless she succeeds on a Ride check.

Carrying Capacity: A light load for a war camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A war camel can drag 4,500 pounds.

Combat

A war camel serves its rider well, with its ability to attack both with its flashing hooves and its vicious bite.

Sure Feet (Ex): War camels have broad feet that help them travel easily over sand and similar loose surfaces. They treat shallow sand as normal terrain and deep sand as shallow sand. See Sand Travel, page 18, for descriptions of shallow and deep sand.

HIPPOPOTAMUS

Large Animal
Hit Dice: 8d8+40 (76 hp)
Initiative: –1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +6/+17

Attack: Bite +12 melee (2d6+10)
Full Attack: Bite +12 melee (2d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, scent
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 24, Dex 9, Con 20, Int 2, Wis 12, Cha 3
Skills: Listen +7, Spot +6, Swim +15
Feats: Improved Bull Rush, Improved Overrun, Power Attack
Environment: Warm plains and forests (rivers)
Organization: Solitary, pair, or herd (10–15)
Challenge Rating: 6
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

Sometimes known as the river horse, the hippopotamus is an immense mammal usually found in or near rivers, ponds, and lakes. It spends most of its daylight hours wallowing in mud or lounging in water to keep its skin from drying out.

The typical river hippo has eyes on the top portion of its head (rather than the sides), so that it can see above water as it floats. Its large nostrils close tight when it submerges, and it can hold its breath for several minutes at a time. A hippopotamus can even sleep while submerged.

Combat

Hippopotami are often brutally territorial and do not hesitate to attack anything they perceive as a threat. Their powerful, tusklike incisors can slice through wood and even thin metal with ease.

Hold Breath (Ex): A hippopotamus can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: A hippopotamus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HORNED LIZARD

Tiny Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 15 ft. (3 squares), burrow 5 ft.
Armor Class: 16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15
Base Attack/Grapple: +0/–10
Attack: Bite +0 melee (1d3–2)
Full Attack: Bite +0 melee (1d3–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Blood squirt
Special Qualities: Low-light vision, spines
Saves: Fort +3, Ref +3, Will +2
Abilities: Str 7, Dex 12, Con 13, Int 1, Wis 14, Cha 6
Skills: Hide +13, Listen +6, Spot +6
Feats: Alertness
Environment: Warm deserts
Organization: Solitary or clutch (5–50)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Horned toads are adapted to life in the waste. They are generally harmless (their diet consists of insects, spiders, and similar creatures), but they are capable of defending themselves effectively.

Horned lizards resemble large toads, but their flat, round bodies are covered with sharp spines. They have short, thick tails, and their skin is a collage of desert colors.

Combat

A horned lizard that is threatened uses its blood squirt ability to surprise and distract predators. It then escapes by burrowing into the sand.

Blood Squirt (Ex): A horned lizard can spray a small quantity of blood from its eyes, out to a distance of 5 feet. The blood loss causes no harm to the creature, but it is disconcerting to those who view this ability. Foes who see this display must make a DC 11 Will save or be shaken for 1 round. The save DC is Constitution-based.

Spines (Ex): A horned lizard is covered with sharp, thornlike spines. An opponent that hits it with a natural weapon or an unarmed attack automatically takes 1d2 points of piercing damage.

Skills: A horned toad has a +4 racial bonus on Hide checks.

JACKAL

A jackal is a common desert-dwelling animal that resembles a cross between a domestic dog and a wild fox. Some nomadic tribes domesticate a few of the creatures and use them as other cultures use guard dogs. Other tribes revere the jackal as a representation of natural cunning and wisdom. Use the small dog statistics on page 271 of the *Monster Manual* for the jackal.

SERVAL (SAVANNAH WILDCAT)

Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/–3
Attack: Claw +4 melee (1d3+1)
Full Attack: 2 claws +4 melee (1d3+1) and bite –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d3
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 12, Dex 17, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +7, Climb +7, Hide +11*, Jump +17, Listen +9, Move Silently +7, Spot +3
Feats: Weapon Finesse
Environment: Warm plains
Organization: Solitary, pair, or family (3–5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

Servals are wildcats that hunt small animals in savannahs and desert regions.

A typical serval is about 3 feet long and weighs around 40 pounds; males are somewhat heavier than females.

Combat

Servals are accomplished jumpers and can leap 10 feet into the air to snatch birds. They are also capable of great bursts of speed.

Improved Grab (Ex): To use this ability, a serval must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a serval charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +4 melee, damage 1d3.

Skills: Servals have a +4 racial bonus on Balance, Climb, Hide, and Move Silently checks, and a +8 racial bonus on Jump and Listen checks. They use their Dexterity modifier instead of their Strength modifier for Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

VULTURE

Small Animal
Hit Dice: 1d8+3 (7 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +0/–5
Attack: Bite +0 melee (1d4–1)
Full Attack: Bite +0 melee (1d4–1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, resistance to disease, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 8, Dex 15, Con 17, Int 2, Wis 14, Cha 4
Skills: Spot +6, Survival +10
Feats: Track
Environment: Warm deserts
Organization: Solitary or flock (4–20)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

Vultures are birds of prey that feed on carrion. They are resistant to food poisoning—a necessity, considering their diet—and they have a keen sense of smell, unlike other birds.

A typical vulture is 2 to 3 feet long and has a wingspan of 6 to 8 feet. The largest specimens can have a wingspan of 12 feet. Vultures are unparalleled gliders and can soar for hours while barely flapping their wings.

Combat

Vultures are not aggressive, except over a food source. They can home in on rotting flesh from miles away, flocking in large numbers and fighting over the food among themselves and other scavengers. If another nearby creature is close to death when the flock arrives, the vultures are not above helping it along.

Resistance to Disease (Ex): A vulture has a cast-iron stomach. It has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills: A vulture has a +4 racial bonus on Spot and Survival checks.

VERMIN

Vermin of the waste operate on instinct, driven by simple needs such as food and reproduction. In the case of monstrous vermin, these needs can be deadly for those who encounter them.

BRINE SWIMMER

Large Vermin
Hit Dice: 5d8+10 (32 hp)
Initiative: +3
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (1d6+4)
Full Attack: Bite +5 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, rake 1d4+1
Special Qualities: Immunity to acid and dehydration, low-light vision, snap turn, vermin traits
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 16, Con 15, Int —, Wis 10, Cha 4
Skills: Swim +3
Feats: —
Environment: Warm aquatic
Organization: Solitary or colony (6–30)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6–10 HD (Large); 11–15 HD (Huge)
Level Adjustment: —

This large crustacean has dozens of feathery, flat legs and crushing mandibles. It flips through the salt water with great agility.

Brine swimmers are a giant form of brine shrimp, perfectly adapted to the salty, shallow lakes of the waste.

While ordinary brine shrimp feed on algae, these giant creatures eat fish, larval brine swimmers, and even young crocodiles if they can get them. They are a danger to any creature of Medium or smaller size that enters their territory.

A brine swimmer's many legs act as fins, gills, and food-gathering tools. They are fringed with bristles that both filter food from the water and tear at prey held in the creature's mandibles. Brine swimmers swim constantly and seem to cavort as they twist and spin in the water.

Brine swimmer eggs are able to withstand extended periods of drought. If a salt lake dries up, the eggs can survive for several years in a crystalline form, hatching within hours once they are immersed again.

Brine swimmers and their eggs are an important food source for many waste-dwellers, although hunting the creatures is by no means safe.

Combat

A brine swimmer grabs at prey with its mandibles, then holds on and rakes with its legs.

Brine swimmers can make sudden turns by flexing their segmented abdomens, and they use this surprising maneuverability both when hunting and when attempting to escape danger.

Brine swimmers generally travel in large groups, and a movement by one toward a food source soon brings dozens of others.

Improved Grab (Ex): To use this ability, a brine swimmer must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Six legs, attack bonus +5 melee, damage 1d4+1.

Snap Turn (Ex): A brine swimmer can change direction quickly once each round as a free action. It can turn 180 degrees without expending any of its swim speed and can even use the run action after executing such a turn.

Skills: A brine swimmer has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GIANT ANT LION

Large Vermin
Hit Dice: 8d8+24 (60 hp)
Initiative: –1
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +6/+14
Attack: Bite +9 melee (2d8+6 plus poison)
Full Attack: Bite +9 melee (2d8+6 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 2d8+6 plus poison, improved grab, pit, poison, sand burst
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +9, Ref +1, Will +3
Abilities: Str 19, Dex 8, Con 17, Int —, Wis 12, Cha 7
Skills: Hide –1*, Listen +5
Feats: —
Environment: Temperate deserts
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

At the bottom of a sandy pit lies a bristled horror with enormous, hooked jaws. It looks like a fat-bodied louse but is the size of a warhorse.

A giant ant lion is the larval form of a giant insect that resembles a dragonfly. It spends almost its entire life in larval form, voraciously consuming giant ants or anything that stumbles into its trap.

Giant ant lions are perfectly adapted to trapping and devouring prey. They dig slippery pits in loose sand and hide themselves at the bottom, with only their outsized jaws protruding. If a creature comes too close to the pit's edge, it falls in and slides toward the waiting predator. A giant ant lion is expert at knocking down hapless creatures that try to escape the trap, and its body has thick, forward-pointing bristles that keep it from being pulled out of its pit once it has seized its prey.

Combat

A giant ant lion finds a dry slope of loose, sandy soil and digs its way in backward, hurling sand out in circles until it has formed a funnel-shaped pit about 20 feet deep. It lurks there and waits for a creature to slide in, then grabs it with lightning speed and paralyzes the prey with its poisonous bite.

Constrict (Ex): A giant ant lion deals 2d8+6 points of damage with a successful grapple check.

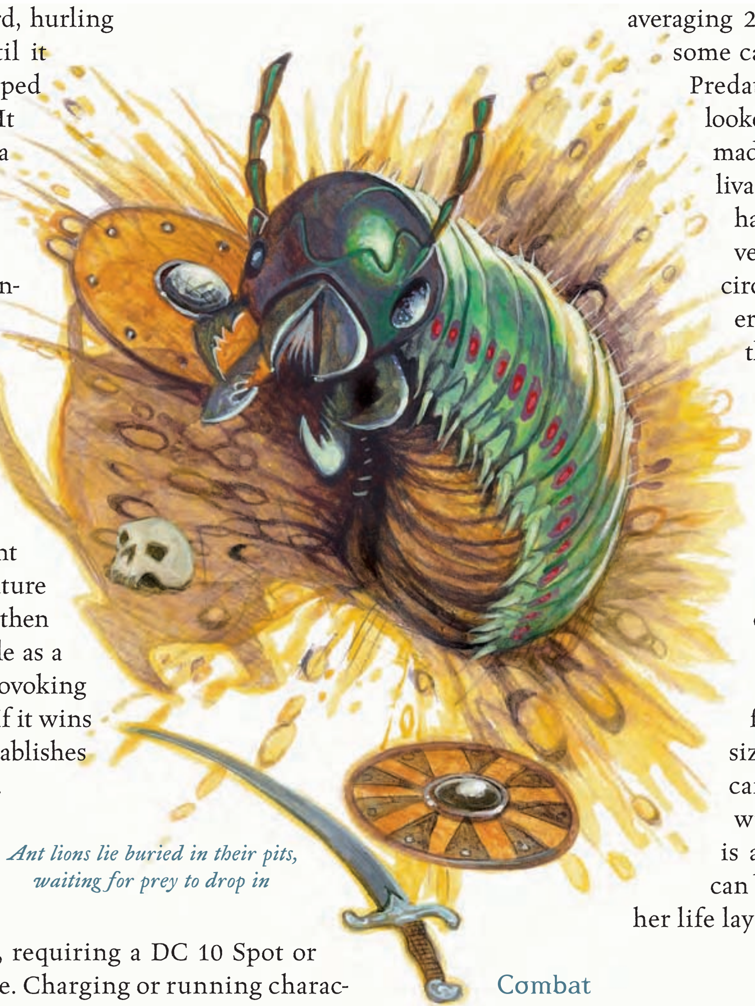
Improved Grab (Ex): To use this ability, a giant ant lion must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Pit (Ex): The pit of a giant ant lion fills four adjacent 5-foot squares and is 20 feet deep. It isn't hard to recognize, requiring a DC 10 Spot or Survival check to notice. Charging or running characters are not entitled to a check. A creature that does not notice the pit can make a DC 17 Reflex save to avoid falling in.

A creature that falls into the pit begins to slide to the bottom at the rate of 10 feet per round. A DC 17 Climb check is necessary to arrest the slide, and struggling out of the pit requires a DC 22 Climb check.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis 1d6 rounds. The save DC is Constitution-based.

Sand Burst (Ex): A giant ant lion can hurl sand at a struggling creature to knock it from the pit walls. It makes a ranged touch attack; on a hit, the target must make an immediate DC 22 Climb check or slide 10 feet toward the bottom of the pit.



Ant lions lie buried in their pits, waiting for prey to drop in

Illus. by W. O'Connor

Skills: Giant ant lions have a +8 racial bonus on Hide checks. *This bonus rises to +12 when buried in their sandy pits. They also have a +4 racial bonus on Listen checks.

GIANT TERMITE

Giant termites build vast underground galleries below the baking surface of the waste. They farm fungus in special chambers and use it to feed the colony.

Giant termite mounds are landmarks in the waste, averaging 20 feet high—although some can be as tall as 50 feet. Predators often use these as lookout points. The mounds, made from the workers' saliva and body wastes, are as hard as stone. They act as ventilators for the colony, circulating air as the desert winds blow against them. Abandoned termite mounds often serve as lairs for various desert creatures.

Termite workers are small, feeble creatures no more than 2 feet long devoted to the endless maintenance of the colony. Soldiers are much larger, up to 6 feet in length, with outsized, swordlike jaws that can cut an enemy in half with one bite. The queen is a bloated monster that can barely move; she spends her life laying eggs.

Combat

Only the soldier termites actively fight. Workers and the queen have weak bite attacks that they use only to defend themselves.

Worker Termite

Small Vermin
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple: +0/–5
Attack: Bite –5 melee (1d4–1*)
Full Attack: Bite –5 melee (1d4–1*)
Space/Reach: 5 ft./5 ft.

Special Attacks: —
Special Qualities: Darkvision 60 ft., scent, vermin traits
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 8, Dex 10, Con 10, Int —, Wis 11, Cha 7
Skills: Climb +7
Feats: —
Environment: Warm plains
Organization: Gang (3–12) or crew (5–20 plus 2 giant termite soldiers)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

Combat

Workers try to flee if attacked, racing toward prearranged positions where large numbers of soldiers congregate. Workers attack only if they have no avenue of escape.

Skills: Giant worker termites have a +8 racial bonus on Climb checks. A worker can always choose to take 10 on a Climb check, even if rushed or threatened.

*A worker's bite is treated as a secondary attack.

Soldier Termite

Medium Vermin
Hit Dice: 3d8+3 (16 hp)
Initiative: +0
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d8+4 plus poison)
Full Attack: Bite +5 melee (1d8+4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d8+4, improved grab, poison
Special Qualities: Darkvision 60 ft., scent, vermin traits
Saves: Fort +4, Ref +1, Will +2
Abilities: Str 16, Dex 10, Con 13, Int —, Wis 13, Cha 11
Skills: Climb +11
Feats: —
Environment: Warm plains
Organization: Solitary or squad (3–8)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

Combat

Giant soldier termites don't back down from invaders. They fight to the death to defend their queen. Although not intelligent, soldier termites have some innate sense of tactics as a result of breeding. They attempt to flank targets when possible, and will even use the aid another action (see page 154 of the *Player's Handbook*) in an attempt to bring down foes that are particularly difficult to strike.

Constrict (Ex): A giant termite soldier deals automatic bite damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a giant termite soldier must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 acid, secondary damage paralysis 1d4 rounds.

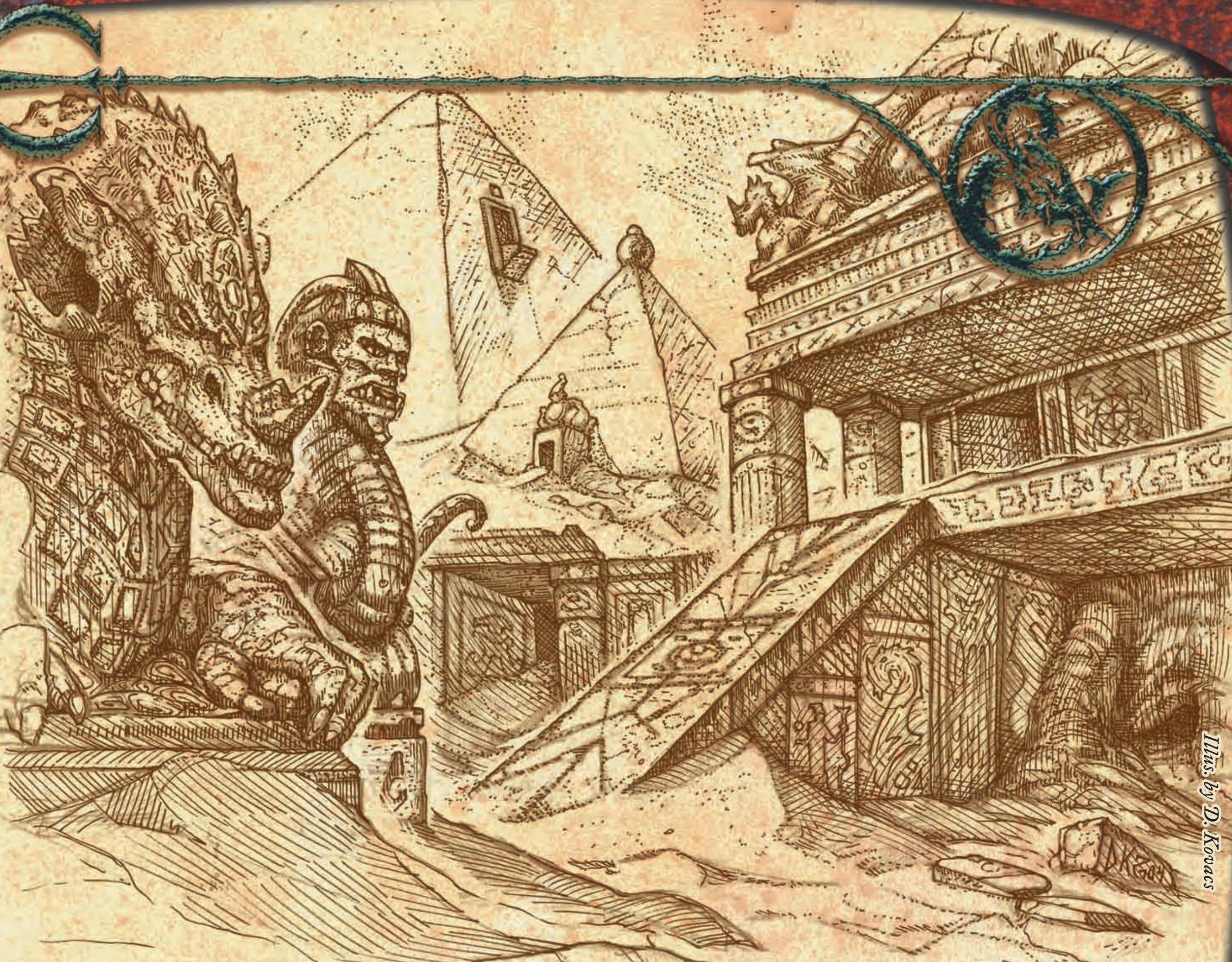
Skills: Giant soldier termites have a +8 racial bonus on Climb checks. A soldier can always choose to take 10 on a Climb check, even if rushed or threatened.

Queen Termite

Large Vermin
Hit Dice: 6d8+18 (45 hp)
Initiative: –4
Speed: 5 ft.
Armor Class: 8 (–1 size, –4 Dex, +3 natural), touch 5, flat-footed 8
Base Attack/Grapple: +4/+7
Attack: Bite +2 melee (1d6–1)
Full Attack: Bite +2 melee (1d6–1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., scent, vermin traits
Saves: Fort +8, Ref –2, Will +2
Abilities: Str 8, Dex 3, Con 16, Int —, Wis 11, Cha 12
Skills: —
Feats: —
Environment: Warm plains
Organization: Hive (1 plus 12–120 workers and 6–30 soldiers)
Challenge Rating: 1
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment: —

Combat

The sedentary giant queen termite has even less combat capability than the workers. Barely able to shift her massive abdomen around, she relies exclusively on soldier termites for protection. A queen is always accompanied at least a half-dozen soldier termites.



Illus. by D. Kovacs

This chapter presents several sample locations that can serve as adventure sites for characters in various waste environments. Though each location is fully detailed, no specific adventure hooks or plots are included, so you can use each site as you see fit, manufacturing a story or background to suit the needs of your campaign.

BASIN OF DEADLY DUST

Primeval ruins poke up around a great waste basin a half-mile in diameter, evidence of an ancient explosive catastrophe.

As presented here, the Basin of Deadly Dust should provide a challenge for a group of 5th-level characters.

GENERAL HISTORY OF THE BASIN

Histories of the desert people tell of a star that fell from heaven long ago and touched the earth, creating a great explosion that laid waste to the lands. After the fires had gone out and the smoke had cleared over the formerly green and vibrant land, there remained only a bleak crater and miles of waste on all sides.

Despite the empty, unforgiving landscape all around the crater, the location still drew visitors. The first to explore the hole in the earth reported unexplained phenomena and haunting images, but couldn't specify a source. Neither arcane nor divine magic (or even psionic emanations) seemed to radiate from the basin, yet clearly some strange force was at work.

An enterprising wizard named Ammavaru, whose many interests included the celestial sphere, financed a larger expedition. Ammavaru and her large family of sons and daughters headed to the basin to set up a permanent outpost. The story circulated that she hoped to mine the crater and nearby areas for residual starmetals, from which exotic alloys and pure metals are sometimes smelted and refined.

Unfortunately, things did not go well for Ammavaru. Mining implements broke on a regular basis, for no reason anyone could immediately determine. Work animals and slaves were given to sudden panics, and everyone reported dreams of ever-increasing dread, usually involving a slow death from being buried under a crushing weight of tiny sand particles. One day, the reports from Ammavaru back to her financers simply ceased. The courier assigned to run messages never returned, and new couriers hired by the financers also failed to return. Eventually, Ammavaru's venture was written off as a costly loss, and the location was forgotten.

SECRET HISTORY OF THE BASIN

While it is true that various starmetals were seeded when the falling star struck the surface, it was not true that Ammavaru was the only one who sent an expedition to attempt to profit thereby. In fact, a nearby community of asheratis was also drawn to the event. Being suited to life below the sand, they were able to begin filtering particles of strange starmetals from the earth as soon as conditions in the crater settled down. They found some of the particles very interesting indeed. Unfortunately, the particles were also strangely toxic (and eventually mind- and body-altering) to the asherati community, though these particular effects were not immediately evident.

When Ammavaru turned up, she interrupted the effort of the asheratis to gather all the residual starmetal. However, Ammavaru and her team didn't immediately realize that they weren't alone (since asheratis operate mostly below the surface). Oblivious, Ammavaru constructed her base at the edge of the crater. The asheratis who still remained at the site were by now seriously infected by the toxic variety of starmetal dust they had foundered into and had become murderously deranged.

In the end, the asheratis rose one midnight from the surrounding dust, and then silently and efficiently murdered the miners in their sleep. The tainted asheratis (or their descendants) remain to this day, living around and under the Basin of Deadly Dust, killing any creature that seeks to explore or claim any portion of starmetal found at the location.

IN YOUR CAMPAIGN

An appropriate location for the Basin of Deadly Dust would be a somewhat remote locale that at least borders (if it isn't completely contained within) a larger desert area. On the other hand, the basin could be easily located in nearly any area, as long as several square miles surrounding it are available to act as a wasteland buffer.

CONDITIONS OF THE BASIN

Temperatures around the crater routinely climb to more than 110° F by day. However, the hollow ruins that still cluster near one lip of the basin are built of adobe (see Table 1–17, page 31), and provide cooling shade for creatures on the surface.

The interior sides of the crater basin are of exposed rocky walls, but the basin's bottom is filled with dust that acts just like slipsand (see page 25). For asheratis, this is no problem, but for other creatures, it can be deadly. The sides of the basin are filled with cracks and small cavities. In fact, one of these cracks allows access into an open subterranean complex utilized by the tainted asheratis that remain in the area.

KEYED AREAS OF THE BASIN

Visitors to the basin discover that the previous tenants disappeared quickly. The areas below correspond to the map of the Basin shown here.

1. Courtyard (EL 2)

> Adobe buildings squat around a sand-covered courtyard of adobe bricks. A stained and eroded well sits at the center of the courtyard. The buildings are in disrepair, many of them missing sections of roofing, others without doors. The entire complex is situated at the edge of a half-mile-wide crater with plunging stone walls that cradle a wide basin of gray-blue dust.

It is obvious that the complex has been abandoned for many years. There are no signs of surface activity.

The crater walls plunge some 50 feet to a layer of gray-blue dust. The dust is mostly composed of standard desert sand, but it is contaminated with residual stardust from the object that punctured the world so long ago. Should any creature fall into the basin, refer to the rules for slipsand on page 25. A creature flailing and sinking into the slipsand of the basin draws the attention of asheratis that swim beneath it.

Within the crater near the lip closest to the complex, five asherati warriors swim underneath the surface of the sand. These asheratis do not have the heavy infection of those described in later entries, but their skin is visibly blackened with a tracery of scaly encrustations (stardust from the crater that has adhered and slowly begun to spread). These asheratis pull any surface creature that falls into the crater even farther below the surface, attempting to smother and slay the fallen, though they do not otherwise reveal themselves.

Other asheratis live farther out and deeper in the crater in a small, dust-buried community.

Asherati Warriors (5): See page 139.

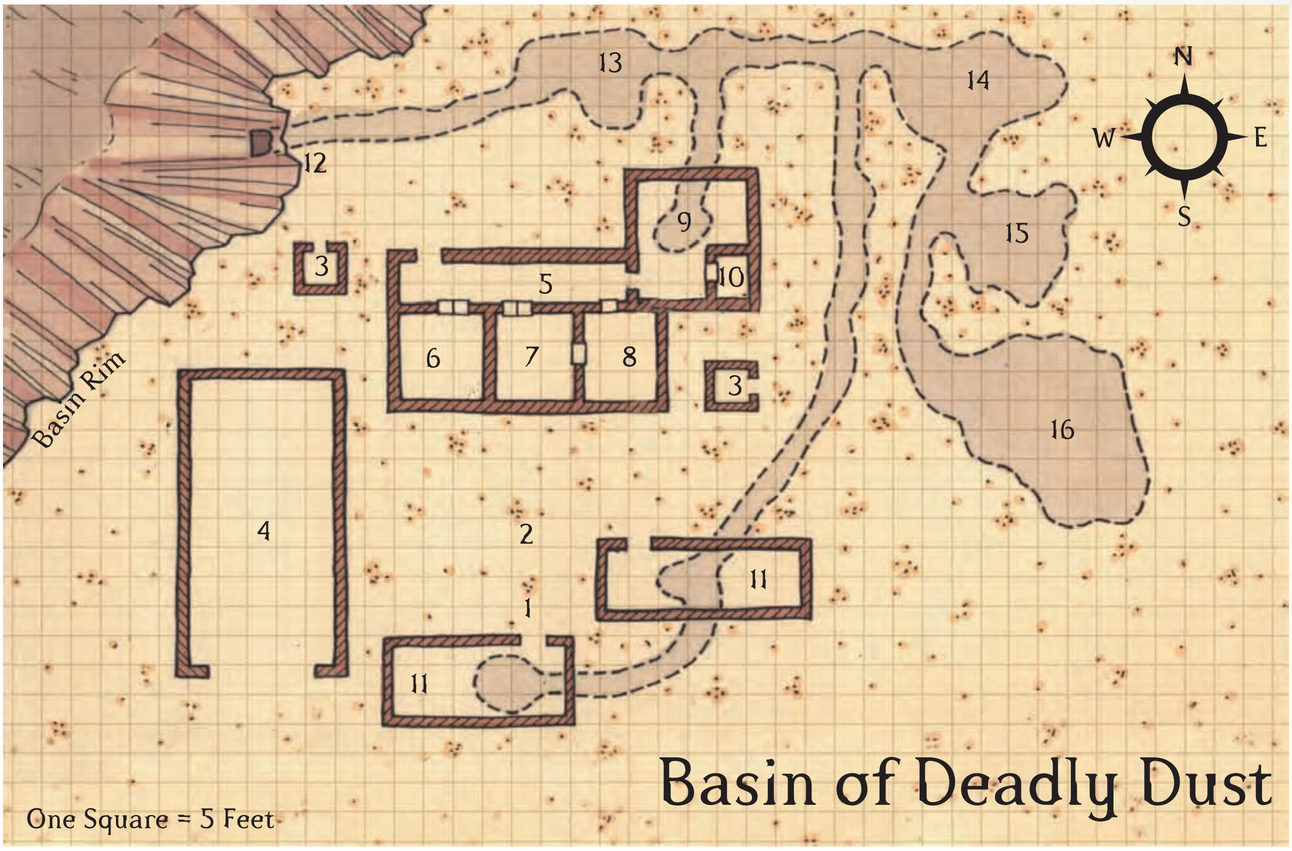
2. Well

> The sound of trickling water echoes up from the bowels of this abandoned, chipped, and sandblasted stone well.

Ammavaru's team dug this well, after which she enchanted it with a spell to ensure that it never ran dry. It is one of the few surviving artifacts of the mining operation.

3. Hollow Shells

> This adobe building is empty and doorless, its interior filled with drifting sand.



4. Ship Hangar (EL 5)

> What appears to be a schooner lies half buried in sand that has blown in through the wide-open end of this building.

A sand schooner (see page 104) lies in disrepair in this wide, empty building. Along the walls are various rusted and ruined tools that might be found in a shipyard. The sand schooner won't run across sand again without 2,000 gp worth of repairs and a month's time spent by someone with the requisite skill to repair it.

Anyone who disturbs this building also disturbs a scorpion swarm that lairs here.

Scorpion Swarm: See page 185.

5. Smelter Foyer (EL 5)

> The missing door to this long foyer has allowed in the desert, which covers the floor in drifts and shallows, and piles up against three doors in this chamber. Bulges and drifts of sand reveal that many items lie below this blanket of dust.

Below the sand are the remains of shattered desks, broken shelves, chairs, and disintegrated paperwork—all ruined and destroyed by years of neglect.

This building was used as an onsite smelter. Ammavaru intended to ship the smelted starmetal to a proper refinery in the nearest large city by way of the sand schooner in area 4.

Three ashen husks lair in this area. Left alone even by the tainted asheratis, the ashen husks attack any creature that enters.

Ashen Husks (3): See page 137.

Treasure: The ashen husks have removed some valuable items from their victims, which they keep secreted under the sand: 404 gp, two 50 gp iolite gems, a masterwork light steel shield, and a masterwork longsword.

6. Oil

The wide doors to this chamber are rusted iron and remain locked (Open Lock DC 40).

> This chamber is stacked with rusting iron kegs under a thick layer of dust. By the strong odor of naphtha in the air and the oily slicks that saturate the floor, this chamber apparently holds lamp oil in great quantities.

Lamp-grade oil is stored in great quantity here. It was used to fuel the smelter in area 9.

Treasure: For those with the capability to haul such large quantities, fully 200 intact kegs of oil can be found in this room, each containing roughly 52 pints of oil (1,040 gp value, or 520 gp at resale).

7. Filtrator

> A strange apparatus consisting of a netlike mesh of very fine lines stretches across a 5-foot-square metallic frame between two tall, wide wooden wheels. The device has a yoke, as if it might be possible to attach it behind a beast of burden. Hoppers, empty but for a residue of desert dust, are attached to each side of the frame. Various tools lie scattered on a nearby workbench.

The device in this room was a method whereby the miners sifted starmetal residue from the surrounding sands. They cast aside all material that didn't interest them (including the contaminating stardust, which had such a terrible effect on the asheratis) and collected and condensed particles of particularly interesting starmetal particles (see area 8).

8. Smelter Office (EL 5)

> The doors to this chamber are slightly ajar, and drifts of sand have layered the floor. The elements, even with their limited access, have not been kind to what might have once been an office. An overturned, rotting desk, a shattered cabinet, splintered chairs, and shredded wall hangings decorate this room. The debris gives rise to disquieting shadows that flit about the chamber.

This chamber was the main office for the smelting operation, and some information regarding the history of the project might yet be learned here (see Clues, below).

The spirits of two dead miners yet flit through this chamber, leeching the life from any living creature that enters, whether asherati or adventurer.

Shadows (2): See page 221 of the *Monster Manual*.

Clues: A search of the office yields two interesting pieces of information about the mining operation.

The first important piece of information is the specific type of metal Ammavaru hoped to sift from in and around the crater: kheferu (described on page 136). Records here indicate that nearly 50 pounds of this metal was collected, concentrated in the smelter, and stored in the vault located in the smelter room (area 10). The records also indicate that a few items were forged with the material to test its nature, but the location of those forged items is not noted. Kheferu is described in the office records as "scarlet metal that pierces the stony hides and rocky flanks of earth-aligned creatures."

The second piece of information takes the form of a business journal that digresses into an account of the last days of the outpost. Essentially, what started as the disappearance of a few miners escalated into attacks by a mysterious foe that no one ever saw directly and lived to tell about. One morning, everyone woke to find that every miner living in the eastern barracks had gone missing in the night. The door to the barracks had been smashed, and sand covered the floor. After that, things quickly degraded. Right at the end, it was realized that the threat was coming from some sort of monstrosities that lived in the sand. A few miners holed up in this chamber, while Ammavaru apparently sealed herself in the vault (area 10). Nothing more is recorded here, since the last few pages of the journal are torn out.

Treasure: A thorough search of the chamber reveals a strongbox (Open Lock DC 35), which holds 690 gp.

9. Smelter and Forge (EL 6)

> Hulking machinery fills this chamber, iron-sided and rust red. A layer of soft sand covers the floor, apparently drifting in from the smashed entrance. One piece of

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DEADLY STARDUST

The "dust" filling the Basin of Deadly Dust (which also sometimes blows out into the surrounding waste) has peculiar properties that are hard to pin down and define. The full repercussions of those properties have been felt most severely by the contaminated asheratis (also called tainted asheratis) who still reside in the vicinity.

If it were possible to shrink the eye and actually observe a fine grain of stardust at its most basic level, one might be surprised to see that each grain of dust is a tiny construct. Each construct has a host of potential abilities, the most alarming of which is the ability to replicate new versions of itself, with requisite raw materials (sand or skin), energy (sunlight), and aid (other nearby particles of stardust). Luckily, the vast majority of the stardust grains are corrupted and inactive. Since few creatures have the ability to see something so small, most are bewildered by the stardust's inexplicable properties, since it is not magical.

Prolonged exposure to stardust eventually leads to a terrible transformation. Creatures gradually lose whatever sense of morality they once possessed (if any) and grow more resistant to damage. In the final stage of the transformation, exposed creatures become dustblights (see page 160).

Reaching the first stage requires one month of exposure. These creatures are known as taint-touched, and their natural armor bonus increases by 4.

Reaching the second stage requires six more months of exposure. These creatures are known as taint-changed. Their natural armor bonus increases by another 3 (total increase of 7), they gain tremorsense out to 60 feet, and they lose their other racial special attacks and qualities. In addition, the change begins to erode the moral outlook of these creatures, and their alignment shifts one step toward evil on the good-evil axis.

Reaching the final stage requires another six months of exposure. These creatures are known as taint-embraced, and they enter a state of stasis. Creatures in this condition cannot move, and their skin bloats into a sickly cocoon. This phase lasts for one week, after which time the creature emerges as a dustblight. It loses all class levels and previous abilities, and gains all the dustblight's traits and abilities.

equipment, a large smelting furnace by the look of it, is topped and partially buried in the sand. A single other exit in the chamber remains sealed by a black iron valve.

The smelter and forge were the heart of Ammavaru's operation. Here, collected kheferu was smelted and stored for transport back to civilized lands. The project was unfortunately targeted by the tainted asheratis that lived in the basin and beneath the ground. Unknown to Ammavaru and her team, the asheratis burrowed a secret passage into this chamber, then used it and other secret tunnels beneath the barracks to launch an attack in the night, bringing death and destruction to the kheferu mining operation.

If intruders spend more than 3 rounds in this chamber looking around or attempting to gain entry to area 10, the sound of their activity carries through the ground to the secret hollow below the chamber. The taint-touched asheratis secreted within rise from the sand and attack.

The skin of these taint-touched asheratis is blackened and rougher than normal. They have been contaminated by a growth of virulent starmetal dust (see the Deadly Stardust sidebar). This "taint" gives these particular asheratis the benefit of greater natural armor.

These tainted asheratis speak only their own language, and because they are taint-maddened, they do not answer any questions regarding their origin or any other topic, even if an explorer manages to speak to them in their language. Characters who attempt to dig down below the sand discover the hollow below the chamber, as well as a tunnel leading to areas 13 and beyond.

Asherati Warriors, Taint-Touched (11): AC 19 (+4 natural armor); see page 139.

10. Vault of Failure (EL 8)

The door to this iron vault is locked (Open Lock DC 35) and barred from the interior (break DC 25).

This small chamber contains a few crates under a dusty tarp, on which is huddled the brittle corpse of a human figure wearing heavy wraps.

The output of the mining operation showed promise, though the bulk of the output was shipped out before the final asherati attack. Ammavaru gave the remaining kheferu to the tainted asheratis, hoping to buy her own salvation.

Ammavaru barred herself within this vault during the final attack of the tainted asheratis. She starved to death, but her bitter spirit is caught here—a greater shadow eager for nutrition of the sort provided only by living creatures. The shadow slips from under the corpse and attacks any characters who approach.

Greater Shadow: See page 221 of the *Monster Manual.*

Clues: A few pages torn from the ledger record are clutched in the corpse's hand. On those pages is written the following record: "The creatures in the earth are asheratis—but they are changed! Some contamination in the stardust is toxic to them, driving them insane, and changing their flesh to abomination. I gave them the remaining kheferu ingots, then even my blade, Rive, hoping that would be barter enough for my life. But here I remain until death takes me. Curse this basin!"

Treasure: The corpse possesses an elaborate sheath large enough for a bastard sword, and the name of the blade, Rive, is inscribed along the length of the scabbard. The blade is missing; it is in area 16, held by the touch-embraced asheratis.

11. Barracks (EL 3)

The broken shells of what were once barracks are now empty of all but drifting sand.

The two buildings keyed to this entry each hide a hollow beneath that connects to the warren of the tainted asheratis. Any search lasting longer than 3 rounds draws the attention of these creatures, though they do not attack. Instead, they wait below the sand until the searchers leave the particular building, and then emerge to spy on interlopers, hoping to catch one or more characters cut off from the rest of the party.

All items of value have been removed from the cots and shattered chests strewn across and under the encroaching sand.

Asherati Warriors, Taint-Touched (5): AC 19 (+4 natural armor); see page 139.

12. Cave Entrance

Any creatures standing at the basin's rim can attempt DC 26 Spot checks. Those who succeed note that the wide crack in the crater wall might actually be a cave entrance.

On closer inspection, it appears that the wide crack in the wall of the crater opens into a sand-lined cleft, and perhaps even a far deeper cave or tunnel.

The entrance crack isn't easily noticed, located some 10 feet below the lip of the basin's rim. Characters who climb down into it (Climb DC 10) find a 6-foot-diameter tunnel lined with over a foot of sand. The dust-filled bottom of the crater basin is another few feet lower. It doesn't even require a Search check to note the disturbed sand within the tunnel and in the basin. It is easy to see that creatures have recently been passing through the crack, and out into the surrounding sand.

Unfortunately for the taint-changed asheratis, their contamination with starmetal dust slowly renders them unable to swim through the sand like regular asheratis. Thus, the taint-changed live here in the tunnels and caverns that open off the entrance.

13. Xenodochium (EL 3)

> Several humanoid creatures lie half submerged within the sandy floor of this chamber.

This chamber is set aside for the reception of strangers—mainly to greet asheratis who live out in the basin and have not yet been affected by the taint, or who show the first signs of contamination. These asheratis leave the basin and come here, where they are welcomed into the brotherhood of the taint-touched, taint-changed, or eventually, the taint-embraced. The as yet unaffected asheratis of the basin bring offerings of food, water, and other necessities of existence here to the tainted asheratis, hoping to stave off their own eventual change with gifts (though in truth the tainted asheratis have no power to determine eventual contamination of the stardust).

The sand-covered cavern also serves as the first line of defense should any nonasheratis gain entrance. Taint-touched asherati warriors attack all interlopers (assuming they haven't already responded to an intrusion in area 14). The skin of these taint-touched asheratis is blackened and rough due to the stardust contamination.

The sound of conflict in this chamber also brings the seven asheratis from area 14 into the conflict within 2 rounds.

Asherati Warriors, Taint-Touched (5): AC 19 (+4 natural armor); see page 139.

14. Taint-Touched (EL 4)

> By the look of the scattered tables, chests, cups, and other bits of domestic furniture, this chamber houses several humanoids. The refuse and garbage is striking in its quantity. Several humanoid creatures lie both upon and half submerged in the sandy floor.

More taint-touched asheratis lounge here when not on patrols (or if they haven't already responded to an intrusion in area 13). Like their comrades in area 13, they are afflicted with blackened and hardened flesh. They immediately attack any intruders.

The sound of conflict in this chamber also brings the five asheratis in area 13 into the conflict within 2 rounds.

Asherati Warriors, Taint-Touched (7): AC 19 (+4 natural armor); see page 139.

15. Taint-Changed (EL 5)

> A faint, sickly sweet stench lingers in this chamber, which is bare of the sand prevalent in earlier chambers. Several humanoids are clustered in this chamber, huddled close together in a ring in the center of the area. A scabrous black layer covers their entire bodies, though it is cracked here and there, allowing a yellowish fluid to ooze and drip, spattering into vile pools on the rocky floor.

This chamber houses those who can no longer swim freely in the sand.

The asheratis in this chamber have suffered from their contamination longer than the mere taint-touched. Their bodies are completely covered, including their eyes, ears, and other orifices. However, they are still able to gain nutrition when they are hungry enough, their mouths splitting open with a horrible cracking sound to feed. These taint-changed asheratis have gained tremorsense along with their new carapaces.

Should any creature intrude upon the taint-changed, they bestir themselves and attack. The taint-changed asheratis here do not respond to the sounds of conflict in any other areas.

Asherati Warriors, Taint-Changed (5): AC 23 (+7 natural armor); SQ tremorsense 60 ft.; see page 139.

16. Taint-Embraced (EL 8)

> A horribly cloying stench rolls away from the center of this chamber where a cluster of black, egglike polyps shudder and writhe. Some leak a yellowish fluid, while others leak blood. In the center of the chamber (roughly surrounded by the writhing, oozing polyps) is a scarlet-hued sword, rammed point-first into the stone floor. A few wooden crates are scattered near the quivering blade.

When tainted asheratis reach a certain point along the route of their dust contamination, they lose mobility. Their fellows bring them into this chamber, where they are soon cocooned in a shell of their own bloating skin. From this skin are born awful aberrations.

Should any creature other than another tainted asherati enter this chamber, the polyps begin to burst—three in the first round and three in the next round, so that a total of six dustblights swarm the area, attacking intruders.

The blade stuck in the stone requires a DC 15 Strength check to pull free.

Dustblights (6): See page 160.

Treasure: The blade in the stone is Rive. It is a +2 *keen kheferu bastard sword*. The crates contain a few heavy ingots of kheferu, enough to forge three longswords (or some other number of smaller weapons, or possibly one greatsword).

HARRAX: THE DEAD THRONE

The waste is dotted with countless burial sites, remnants of the civilizations that rose up amid the sands and, in due time, were swallowed up by those sands once again. Within many of these civilizations, the living honor the dead by treating them as though they can still walk through their corridors and enjoy their worldly possessions. Their burial sites are sometimes treated as cities unto themselves. Places such as the necropolis at Harrax actually are complete cities.

As presented here, Harrax should provide a challenge for a group of characters of 7th or 8th level.

GENERAL HISTORY OF HARRAX

In the days following the ascendance of the first Sand King, when the sand shaper warlord Ten-Ap founded the empire at Sohlak, his advisors came to him and sagely reminded the warlord that his reign could not last forever. To preserve his legacy, they said, the Sand King should order the construction of a necropolis, where he and his descendants could continue to rule in the afterlife. Ten-Ap saw their wisdom, and he called for his subjects to build a city in the desert west of Sohlak—a city of the dead to be called Harrax.

Thus, the conquered people of Sohlak turned their talents to re-creating their city, far out in the desert. They completed their task many years later, just one week after King Ten-Ap the First was found dead in his chambers—murdered, some said, by his eldest son in collaboration with his advisors (most of whom had come from the ranks of the conquered Sohlakis). A hundred warriors and five hundred servants were sacrificed to serve Ten-Ap in the afterlife, and the city itself was peopled by a thousand workers, whose collective job it was to lend a semblance of life to the city—cleaning the tombs, lighting torches at night, "serving" food to the dead, and standing guard at the city gates. These living denizens were also to guard against tomb-robbers.

SECRET HISTORY OF HARRAX

The city of Harrax was more or less self-sufficient. By the time Ten-Ap's son came to be interred there, only a few years later, the city's residents had stopped requesting supplies altogether. While bearing the body of Ap-Non, the funeral procession unfortunately discovered why: Ten-Ap had not gone to the afterlife, as expected. Interred with him had been an artifact known as the *Dead Throne*. Its power not only brought Ten-Ap back from the dead, but also granted him the power to turn the living into undead, which the ambitious warlord wasted no time in doing. Thus, the deceased Sand King had become the absolute ruler of the necropolis of Harrax—a mummified spellcaster attended by hundreds of mummy servants and warriors.

The ranks of Ten-Ap's servants swelled soon after the arrival of his son's funeral procession. Always a practical warlord in life, Ten-Ap saw no reason not to add the members of the procession to his small army of servants and guards. The same thing happened to the scouting party sent to ascertain the fate of the funeral procession, and the rescuers sent to find the scouting party.

Finally, word returned to the city of Sohlak that Harrax had, in truth, become a city of the dead. Ten-Ap's second oldest son, the third Sand King, then decreed that Harrax was to be abandoned forever, and for the most part it was—except for the occasional foolhardy tomb robber or the rare ruler or upstart noble who sought to finance a war or some other ill-conceived endeavor with the treasures rumored to be entombed therein. Such poor fools served only to add to the army of undead that Ten-Ap has slowly been gathering.

Ten-Ap's army still waits in his dead city, stirring only to capture and sacrifice the infrequent visitors. What Ten-Ap ultimately plans to do with his undead forces is unknown, for they have never marched forth from Harrax, nor do they seem particularly motivated to do anything other than gather dust and cobwebs. A few wily thieves, having penetrated to the heart of the city, claim that they have seen Ten-Ap sitting atop his crumbling throne, gazing at maps of the wastelands and poring over ancient documents and records. Those with experience in such matters venture that Ten-Ap might be preparing for war.

IN YOUR CAMPAIGN

Harrax and the *Dead Throne* are quite easy to introduce into a campaign. What adventurer can resist an ancient treasure trove, even if it's in the middle of a city full of undead? All that remains is to place Harrax somewhere on your campaign's world map. The best location is a trackless desert no more than a week's travel from the ruins of some ancient city—or the modern town that has sprung up where the ancient city used to lie.

You could easily introduce the city of Harrax to your campaign world by having Ten-Ap send a few scouting and raiding parties of undead warriors out into the desert, looking for treasures to plunder, or perhaps just a few bodies to add to his forces. The PCs themselves might come under attack while traveling through the desert, or while staying overnight in a small village. Alternatively, they could come across the mysteriously abandoned remnants of a caravan or village, with a trail of footprints leading away across the sands. Either way, the evidence leads them to the long-lost necropolis of Harrax and its population of walking dead.

Additionally, you could use Harrax as a gateway to a larger adventure. Tales of Harrax could circulate among all manner of desert-dwellers, but the PCs have no real reason to investigate a city full of undead until they learn that it is an exact copy of the ancient city of Sohlak; thus, they can acquire a detailed map to the location of Sohlak's long-lost treasure vaults. The original Sohlak was long ago buried in a sandstorm, and the new town of Sohlak built directly atop it. Over the centuries, treasure-seekers from all around the world have come searching for its lost wealth, but always using only guesswork or half-cocked theories. However, if the PCs can find the treasure chamber in the replica city, they will know its location in the original city. Of course, undead Ten-Ap might be using the treasure chamber legend to entice treasure seekers into unearthing some ancient relic he desires. Perhaps a sand shaper or similarly powerful sorcerer wants the relic and hires the PCs to find it—providing them with certain key information as part of the bargain.

VISITING HARRAX

The necropolis of Harrax can be difficult to find. It is partially buried by the sands of the desert, and the parts of the city that still protrude from the ground are virtually unrecognizable after centuries of erosion. Gaining access to the buried chambers and vaults requires either knowing which still-exposed buildings lead to underground passages or several hours of determined digging. Wily adventurers might choose to wait for nightfall, when the city's undead guardians emerge, and mark which openings produce the most undead (and thus, most likely lead to larger chambers). Of course, this approach almost certainly means fending off, defeating, or avoiding the undead to take advantage of this information.

Inhabitants

The city of Harrax is unlit. No fires burn, and no lamps are lit. The only sign that the city is inhabited are the few dozen undead that wander between the ruined buildings at night.

In the buried passageways, however, things are different. There, torches line the walls at regular intervals and intersections, and the halls and corridors are guarded and patrolled by mummy warriors. Similarly, undead servants wander from chamber to chamber, bearing plates of dried fruit and ewers of unholy water (offerings for Harrax's undead ruler and his staff of advisors and priests).

Most of the denizens of the necropolis are skeletons, zombies, and mummy warriors, though a considerable number of the undead are spectres, wraiths, and ghosts. The only major threat is Ten-Ap himself, though the PCs can still do quite a bit of adventuring and looting without ever facing him directly.

Architecture

Where the passageways are part of the original city, the ceilings are anywhere from 8 to 15 feet high (just as inside the ruined buildings), but where the undead have created tunnels of their own, the ceilings are between 4 and 8 feet high, shored up here and there by timbers and pieces of stone.

There are a scant few doors in Harrax; they were not commonly used in Sohlak when Harrax was built, and do not appear in the replica city as a result. Only entrances to restricted areas have doors, and those tend to have complex locks designed to open only by means of magic or an equally complex key (one often disguised as a bit of jewelry or some other innocuous item). The doorways meant to remain closed are generally fitted with stone doors and sealed shut with mortar.

The walls in the finished sections of the city are superior masonry, covered with an inch-thick layer of cracked and broken plaster. (Where this plaster is still intact, ancient hieroglyphs can be read.) In the newer tunnels, the walls are merely stone or packed sand.

The floors are made of stone tiles, also covered by a coating of shallow sand (see the shallow sand terrain feature, page 27). In a few places, the sand is so thick that it has blocked passageways or filled in stairwells to lower levels. Excavating requires considerable time and effort; characters using only their hands can dig out sand equal to ten times their heavy load limits (see Table 9–1: Carrying Capacity, page 162 of the *Player's Handbook*) with a day's work. The amount of sand that fills a 5-foot-by-5-foot area weighs one ton. With a shovel or other appropriate digging instrument, characters can clear away sand twice as quickly as by hand.

Interior Walls (Superior Masonry): 1 ft. thick; hardness 8; hp 90 per 10-ft. section; break DC 35; Climb DC 20.

Interior Walls (Unworked Stone): 5 ft. thick; hardness 8; hp 900 per 10-ft. section; break DC 65; Climb DC 20.

Sealed Stone Doors: 4 in. thick; hardness 8; hp 60; break DC 28.

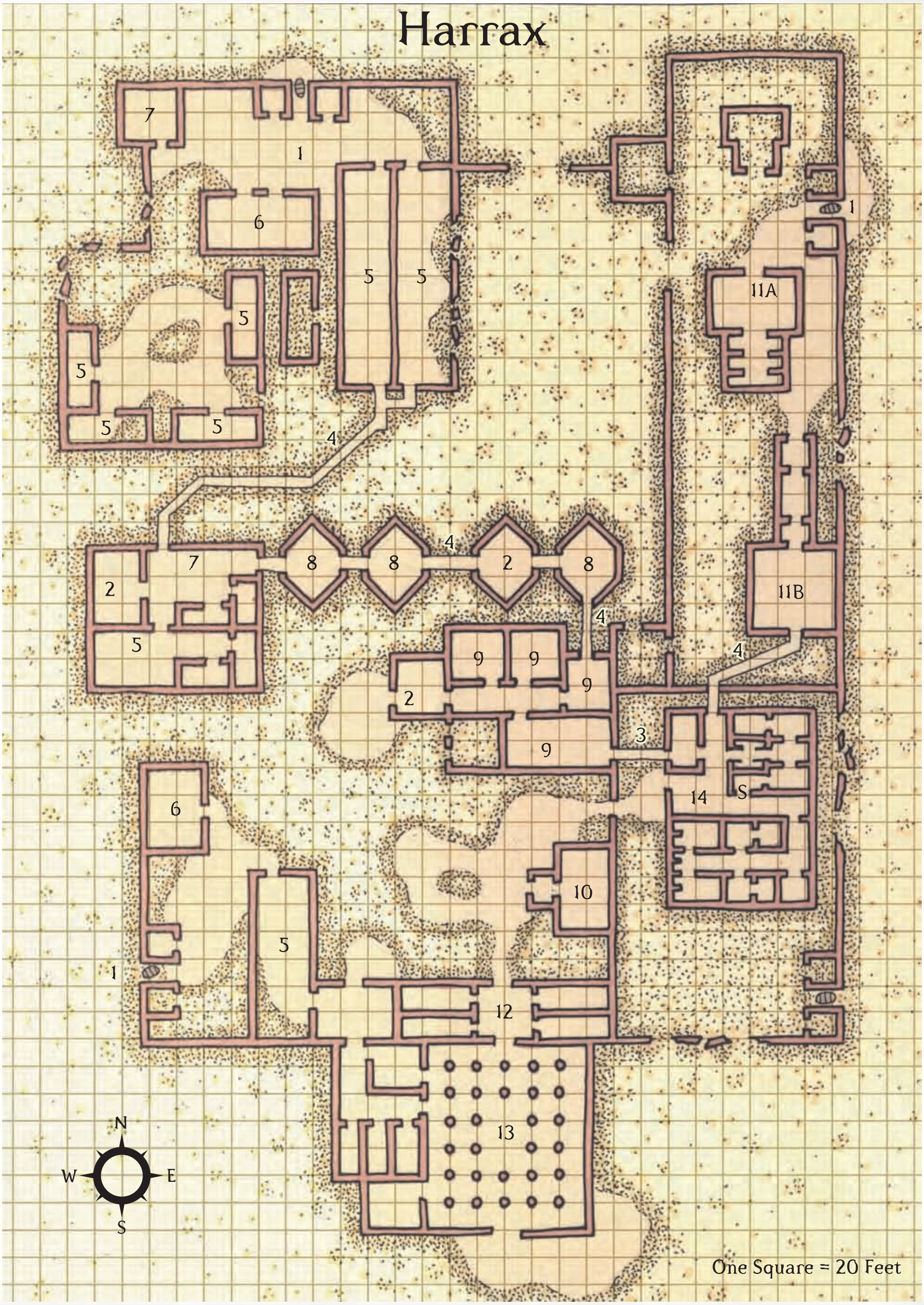
KEYED AREAS OF HARRAX

The areas below correspond to the map of Harrax shown here.

1. City Gate (EL 10)

> These formerly forbidding gates seem to have been battered off their hinges, perhaps during some ancient battle or possibly just from centuries of driving winds.

When Harrax was still a city of the living, the city walls had gates at each of these locations. Even though the gates are long gone, the city's undead warriors still post guards at each of these locations. By day, the guards lie buried just beneath the sand, waiting to spring forth and contain trespassers should the alarm be raised. At night, they emerge from the sand, standing vigilant watch from dusk until



Harrax

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S
One Square = 20 Feet

dawn—despite the fact that there are huge gaps all around the city where the walls have completely collapsed. In most places, the walls themselves stand only about 3 to 5 feet above the desert sands, their once-imposing crenellations now crumbled to jagged chunks of fragile rock.

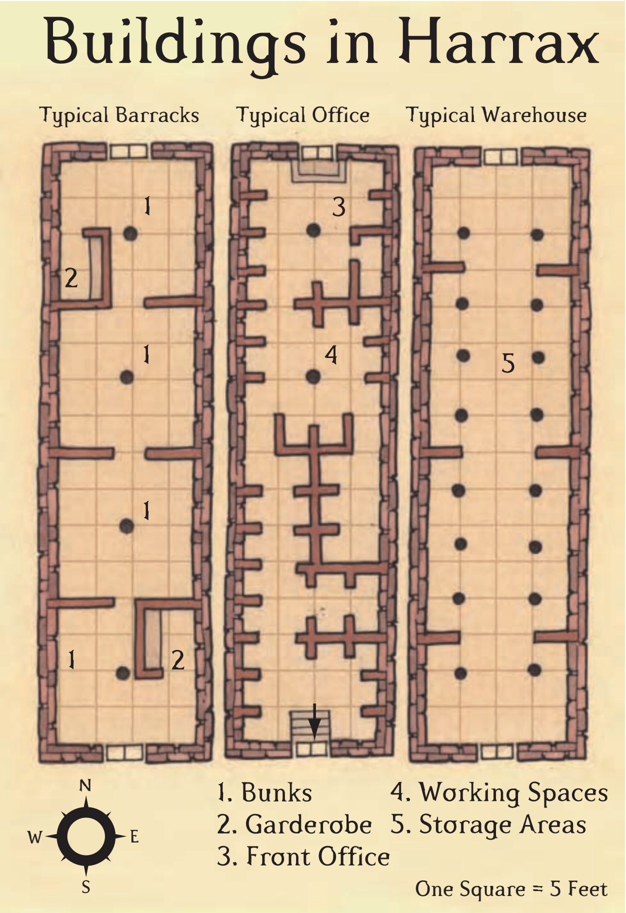
At each gate, 1d3+3 mummy warriors and 1 mummy captain stand guard. They readily attack if approached at night, but during the day, they lie quiescent under the sands, emerging only if a living creature tries to *exit* the city via that particular gate or if the alarm has been raised. In the latter case, they rise to stand guard, ready to attack anyone who tries to leave the city. They are actually somewhat easy to fool; they chase any living creature with great fervor, leaving their posts unguarded (though they still get to make Listen or Spot checks to notice other activity around them).

Mummy Guards (1d3+3): See the Encounters in Harrax section, below.

Mummy Captain: See the Encounters in Harrax section, below.

2. Entrance to Buried Building (EL Varies)

Each of these areas provides an entrance to a buried portion of the necropolis. Such entrances usually feature stairways that lead down from what was once the upper level of the building. These entrances are not specifically guarded, but during the day, intruders risk a 40% chance of a random encounter (see Table 7–1: Random Encounters in Harrax, page 216) in these areas.



3. Underground Passageway

This unlit passageway was once a narrow corridor leading from the noble quarter of the city to the King's House. The west end opens onto the upper floor of a noble house, and the east end emerges above the stable in the King's House. The passage is only 3 feet wide (and thus, for clarity, is not rendered in scale on the accompanying map). Because it's a copy of a similar structure in Sohlak, no one quite remembers its original purpose. These days, it's simply the easiest route for the undead in the King's House to reach the surface, by way of the noble quarter.

4. New Underground Tunnels (EL Varies)

These passageways were dug out by Ten-Ap's servants to facilitate movement between buried structures. They are roughly 5 feet wide by 5 feet tall (again, not shown in scale on the map), so most Medium or smaller creatures can travel through them. Because these tunnels are the main thoroughfares for most of the undead in the city, there is a 50% chance of a random encounter every 5 minutes that the PCs spend within one of these tunnels (including any intervening structures).

5. Storage Areas

The city of Sohlak had numerous storage areas for everything from foodstuffs to lumber. The denizens of Harrax once had a need for storing food and such, but that is obviously no longer a concern. Most of these storage areas now contain useless bits of material, with the occasional stash of still-useful mundane items. For each half-hour spent searching a storage area, there is a 20% chance that the PCs turn up a randomly determined mundane item (see page 56 of the *Dungeon Master's Guide*). Alchemical items have a 50% chance of being inert.

6. Barracks (EL 15)

The two barracks buildings are perhaps the most daunting places in the necropolis. Each building contains thirty mummy warriors, six mummy captains, and one mummy commander. They immediately attack if disturbed, though only five warriors and one captain approach the PCs at any given time. The other warriors and captains remain steadfastly in place until their predecessors are destroyed, whereupon five new warriors advance to join the fray with a new captain in charge. The mummy commander gets involved only if he is directly attacked, or if all the captains are destroyed.

Mummy Guards (30): See the Encounters in Harrax section, below.

Mummy Captains (6): See the Encounters in Harrax section, below.

Mummy Commander: See the Encounters in Harrax section, below.

7. Offices (EL 6)

The administrative class of the city once used these buildings as offices. Ten-Ap had little use in the afterlife for accountants and librarians, however, and so turned them into zombies rather than mummies. All of the original zombies are now only skeletons. Each office contains 2d4 human warrior skeletons and 1d4–1 human commoner zombies, either carrying out some mindless task or working under the direction of mummy administrator, if one is present (35% chance). A mummy administrator, unlike most mummies, does not attack unless directly threatened.

Skeletons (2d4): See page 226 of the *Monster Manual.*

Zombies (1d4–1): See page 266 of the *Monster Manual.*

Mummy: See page 190 of the *Monster Manual.*

8. Grain Storage

> These unremarkable buildings are decorated inside with murals, in various states of decay, depicting the farming and processing of grain.

These rather large buildings were constructed with Sohlak's prodigious granaries in mind, though they saw little use even when living people occupied Harrax. They hold nothing much of interest, except that the second granary from the east (marked with a "2") provides entrance into the buried portions of the city, and a relatively direct path to the King's House (see area 14).

9. Nobles' Houses (EL 11)

Each of these plazas hosts a few richly appointed houses modeled after the houses of nobles in Sohlak. This area is an unusual region of the city, since Ten-Ap has built a roof over each plaza to prevent them from being buried by the desert sands—presumably to appease the undead nobles who dwell there. Each building in this area contains 1d4 mummy administrators (nobles), 2d4 skeletal servants (human warrior skeletons), 1d4 zombie servants (human commoner zombies), and 1d4+1 mummy bodyguards. In addition, the plazas are patrolled by a contingent of mummy guards that arrive in 1d4+1 rounds if they detect a disturbance.

Skeletons (2d4): See page 226 of the *Monster Manual.*

Zombies (1d4): See page 266 of the *Monster Manual.*

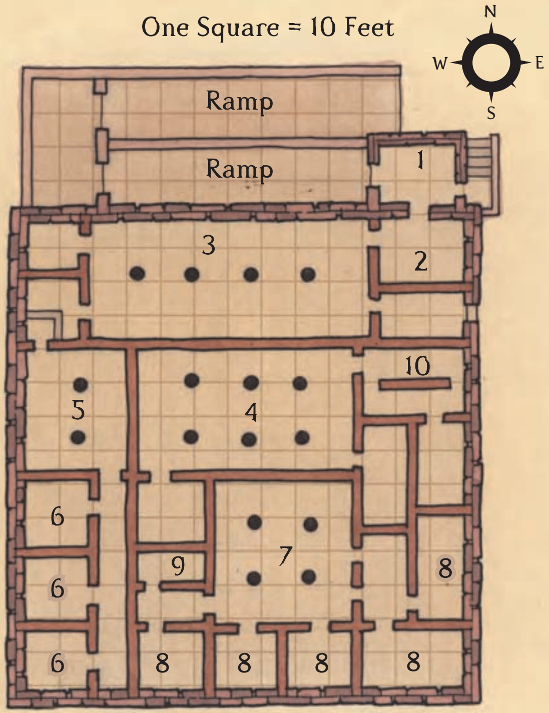
Mummy Administrator (1d4): See the Encounters in Harrax section, below.

Mummies (1d4+1): See page 190 of the *Monster Manual.*

Mummy Guards (1d3+3): See the Encounters in Harrax section, below.

Noble's House

One Square = 10 Feet



1. Entry Hall
2. Household Shrine
3. Banquet Hall
4. Courtyard
5. Kitchen
6. Guest Quarters
7. Main Hall
8. Family Quarters
9. Servant Quarters
10. Baths

10. Stables

The stables of Harrax have fallen almost entirely out of use. They are now merely storage areas for wagons and chariots, as well as a contingent of mummified, though not undead, horses. Ten-Ap intends to raise these creatures (as skeleton horses) when he launches his invasion force.

11. Temple

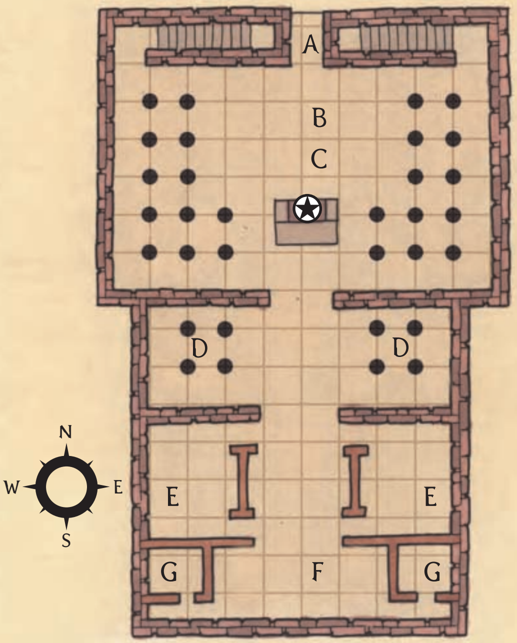
> This temple, which looks like it was once the garden spot of this vast city, is now little more than a collection of crumbled masonry and a few eroded statues poking up from the sands.

The temples that survived the slow deterioration of Harrax are both located in the mostly intact temple district. The two remaining temples are dedicated to Aurifar, the Caliph of the Sky (the temple to the north) and Al-Ishtus (the temple farther to the east). Both deities are discussed in Chapter 2.

11A. Temple of Aurifar (EL 12): The undead priests of Aurifar have painstakingly excavated their temple and built a dome over its former open-roofed atrium—a slight affront to their deity, but not nearly so bad as being undead. The priests of Aurifar in Harrax are powerless;

Temple of Aurifar

One Square = 10 Feet



A. Entrance
B. Worship Hall
C. Statue of Aurifar
D. Common Hall
E. Sleeping Areas
F. Storage
G. Garderobe

their deity grants them no spells, and they cannot turn undead (and they refuse to rebuke or attempt to command them). The only reason Aurifar doesn't destroy them outright is that they are not responsible for their condition—Ten-Ap converted them to undead against their will—and they actively seek a way to nullify the power of the *Dead Throne*. Even so, Aurifar periodically sends a contingent of his living followers to Harrax to cleanse the city of undead—usually as a penance, since, at this point, it would take an army (or a dedicated group of adventurers) to destroy every undead in Harrax. The undead priests are of neutral alignment, and with a successful Diplomacy check, might be persuaded to aid or even harbor PCs who aim to overthrow Ten-Ap and destroy the *Dead Throne*, thus freeing them from their shameful servitude.

Mummy High Priests of Aurifar (2): See the Encounters in Harrax section, below.

Mummy Priests of Aurifar (3): See the Encounters in Harrax section, below.

11B. Temple of Al-Ishtus (EL 12): The temple to Al-Ishtus was originally dedicated to Tem-Et-Nu, the deity of rivers, as it was in Sohlak—but since there are no rivers near Harrax, the temple has been converted. Undead followers of Al-Ishtus migrated to the temple of Tem-Et-Nu when the desert sand buried their temple. Largely unopposed, these intruders removed the holy symbols of Tem-Et-Nu and installed their own. The mummy priests in the temple are quite content to keep Ten-Ap in charge, and they function as his official court priests (which is why they have constructed a tunnel leading directly into the visitor's chambers of his residence). Each chamber of the temple contains one mummy high priest, three mummy priests, 1d4+2 mummy guards, and one Medium monstrous scorpion (the high priest's pet).

Mummy High Priest of Al-Ishtus: See the Encounters in Harrax section, below.

Mummy Priest of Al-Ishtus (3): See the Encounters in Harrax section, below.

Mummies (1d4+2): See page 190 of the *Monster Manual*.

Medium Monstrous Scorpion: See page 287 of the *Monster Manual*.

Treasure: Unlike other areas of the city, the Temple of Al-Ishtus keeps a separate treasury, composed mainly of religious items sacred to the temple. Located in the northernmost chamber behind a sealed stone door (not shown on the map), the treasure consists of a *staff of the sands* (see page 132) with 16 charges left; a gold belt buckle (75 gp); a gold bracer set with four citrine gems (125 gp); a gold anklet set with pearls, garnets, and spinels (1,950 gp); a golden flute (500 gp); a large platinum cloak pin with a sphinx design (1,800 gp); a large silver cloak pin with a similar sphinx design (880 gp); a platinum symbol of Al-Ishtus, encrusted with azurite and an amethyst clasp (1,500 gp); a silver chalice with eye agate gems (135 gp); a small painting depicting the exploits of Ap-Non (300 gp); and 2,200 gp (minted during the reign of Ten-Ap). These items are simply lying loose about the chamber. However, an attempt to smash the door down attracts the denizens of the temple (see above), who begin arriving 2 rounds later.

12. Palace

Though Ten-Ap had his own residence in Sohlak, his palace was a separate building, designed for addressing large numbers of people, holding feasts, and so forth. Four lesser halls, where visiting dignitaries, palace functionaries, and royal servants would stay, flanked the main hall. The main hall served as both an audience chamber and a dining hall, and it was here that Ten-Ap was originally interred, along with the *Dead Throne* and much of his personal wealth. He relocated, along with the *Dead Throne* and his treasures, to the King's House, both because it was more comfortable, and because he could stay closer to the royal treasury—the main draw of Harrax for so many centuries.

13. Grand Hall

In Sohlak, when the grand hall of the palace was not in use by the king, it was put into service as a kind of indoor bazaar. In Harrax, there were never any vendors, so the Grand Hall was decorated with murals of marketplace and festival scenes. This hall is one of the few places Ten-Ap feels he does not need to guard, since there is nothing of value in the Grand Hall anymore, and no passageways lead to the King's House from here.

14. King's House

The grand house in which Ten-Ap dwells is really more of a small castle. When Ten-Ap lived in the real King's House in Sohlak, this was where he would host important guests, entertain special friends, and generally live like any other citizen. In Harrax, this house is the site of Ten-Ap's seat of power—the *Dead Throne*—making it a place of suffering and horror.

The *Dead Throne* is an artifact from time immemorial. Even Ten-Ap is ignorant of its origins; he inherited it when he conquered the plains folk at Sohlak and seized control as the first Sand King. It was only when he and the throne were interred together at Harrax that its power awoke, and in turn awoke Ten-Ap. The throne has the power to restore a semblance of life to the dead if they consent to serve the throne. In Ten-Ap's case, his spirit was so angered at his betrayal and murder that he readily agreed to the throne's terms—little guessing that his future would forever be tied completely to the throne. Ten-Ap cannot venture more than 100 feet from the *Dead Throne* or he turns to lifeless dust, along with all of his undead creations.

This restriction prevents Ten-Ap from leaving Harrax and conquering the world around him. Even though he and the throne could both be borne on the shoulders of his servants, he recognizes that the throne itself is just made of wood, despite its imposing appearance. A well-placed spell, or even a blow of sufficient strength, could destroy the throne, end his existence, and wipe away his army in the space of seconds.

So Ten-Ap sits and plots, seeking a solution before he sets forth to reconquer his lands. Spells to protect the *Dead Throne* appear to diminish its power, while surrounding the throne with sufficient conventional defenses would require almost a mobile castle and eat up too many of his resources. Until Ten-Ap can devise a plan to protect the *Dead Throne*, he remains where he is, slowly building up his forces in hopes that, one day, he will have enough troops to carry the *Dead Throne* across the land.

A. Courtyard (EL 15): Like many other sections of the city under the sands, Ten-Ap has had a roof built over his courtyard, and he has even gone so far as to decorate it with paintings of the desert sky and the long-fallen spires and towers of his city. Unfortunately, most of the detail is lost in the gloom of the ceiling and centuries of torch soot.

The courtyard is guarded by a number of mummy patrols. They stand watch at the main gate, the entrance to the stables, the entrance to the house itself, and the alleyway that leads to the barracks, offices, servants' quarters, and the royal treasury. The guard commander endlessly patrols the courtyard, ensuring that his troops are suitably vigilant.

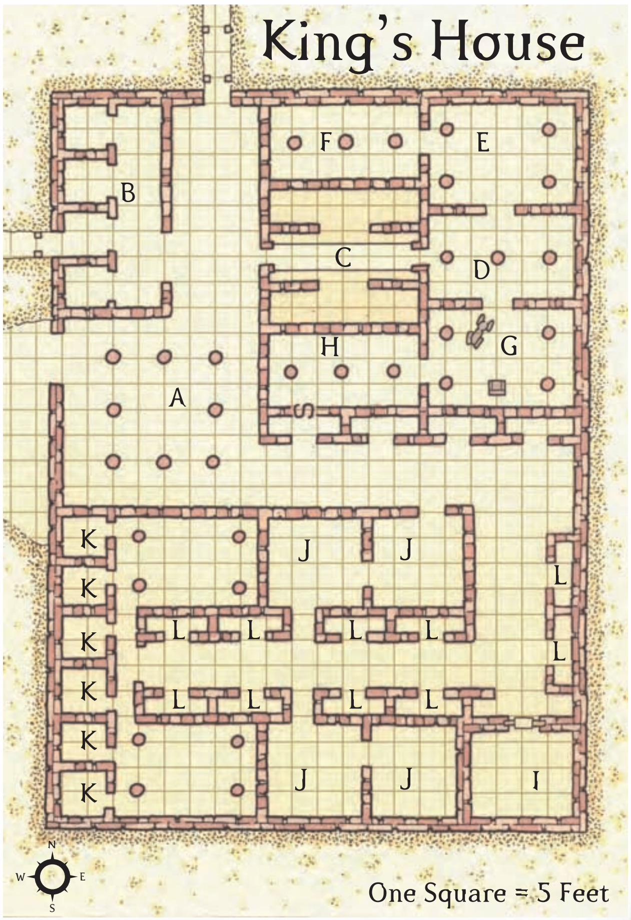
Mummy Guards (20): See the Encounters in Harrax section, below.

Mummy Captains (4): See the Encounters in Harrax section, below.

Mummy Commander: See the Encounters in Harrax section, below.

B. Royal Stables: The royal stables, like the stables in the nobles' quarter, are full of various carts, chariots, and mummified dead horses, just waiting for the day when Ten-Ap's army goes on the march. The western stables have filled up with sand from a collapsed section of the roof. Hidden under all that sand, should someone take the time to dig it out, is a *mattock of the titans*—a remnant from the group of adventurers who collapsed the ceiling in the first place. Ten-Ap has long since gathered up the rest of their treasure (which he keeps in his treasure vaults), as well as their bones (which serve him as skeletons).

C. Entry Hall (EL 11): This long hall is decorated with trophies from Ten-Ap's conquests: exotic weapons, shields, suits of armor from around the world, and various parts (heads, horns, skulls, and so on) of a number of rare and dangerous beasts. After his death, Ten-Ap's followers had the weapons, shields, and armor plated with gold. Assume



that the room holds one of every weapon, shield, and suit of armor from the *Player's Handbook* and from this book, and that each is worth five times the usual price and weighs ten times as much.

Of course, Ten-Ap does not leave this area unguarded. Inside the suits of banded armor, breastplate, half-plate, and full plate are mummy captains, ready to strike out at any living creature that comes between them. They are evenly spaced along the walls, two to a side, so that they can more easily flank an opponent, but their armor makes movement extremely difficult for them. Each effectively carries a heavy load, reducing its speed to only 15 feet.

The murals on the walls depict the circumstances under which Ten-Ap gained these various trophies. (In case the players ask, none of these murals depict the *Dead Throne*; Ten-Ap never sat upon it in life. He wasn't even aware it was among his treasures until after he was dead.)

The areas to either side of the entrance hall contain slightly more mundane treasures: ordinary weapons, shields, and armor; boxes of rare (and long since decomposed) spices and herbs; the bones of defeated enemies; and so forth. Nothing here is of any particular value, aside from the weapons. Even of those, only the purely metallic ones remain. Those with leather or wood components have rotted too much to be useful, and the same is true of the shields and armor (which all had at least leather straps holding them together).

Mummy Captains (4): See the Encounters in Harrax section, below.

D. Antechamber (EL 10): This large hall features a high ceiling supported by columns carved to resemble sphinxes holding the ceiling up with their paws. At some point—within the past few hundred years, given the condition of the stone—someone has carved the sphinx faces down to resemble skulls.

The antechamber itself has no guards, though just inside the doorway to the *Dead Throne* (area G) sits a mummy canisphinx, watching for intruders. If it detects anyone in the antechamber, it lets them approach the doorway before it lets loose its roar—thus notifying Ten-Ap of the intruders and perhaps chasing them off at the same time. If its roar succeeds in affecting at least half of the intruders, the canisphinx chases after them; otherwise, it remains where it is to help its master deal with them.

Mummy Canisphinx: See the Encounters in Harrax section, below.

E. Royal Temple (EL 10): Once the spiritual center of the king's household, the royal temple in Ten-Ap's Harrax house is a chamber of horrors. Ten-Ap's priests tend a collection of severed undead heads in here (as well as tending to their more spiritual duties). These heads belong to various adventurers and treasure-seekers who have come to Harrax over the centuries from far-off lands. Ten-Ap has used the *Dead Throne* to animate their severed heads so that he can interrogate them for information to help him in his conquests. (If the PCs have come here partly because of the spate of undead attacks on outlying

THE DEAD THRONE

The *Dead Throne* is a minor artifact created millennia ago by a deity of the underworld and then stolen by a clever thief. The thief successfully hid it from the sight of the deity of the underworld, and lived a long and happy life ruling a small kingdom from it. After his death, the throne fell into the hands of his descendants, who stashed the throne in the royal treasury. Many years later, an invading warlord looted the treasury, taking the throne back to his kingdom—which was in turn looted many years later, and so on, until the *Dead Throne* ended up in the treasure vaults of the king of Sohlak, and thus passed into the unwitting hands of Ten-Ap the Sand King.

In appearance, the *Dead Throne* doesn't live up to its name. It is a rather elaborate piece of woodwork, a large, heavy seat carved out of dark, polished mahogany. Whoever sits upon the throne hears an unearthly voice offer a bargain: "Rule my minions, and I will grant you life everlasting." Of course, life everlasting is actually a state of undeath, and any creature that agrees to the bargain becomes a lich (see page 166 of the *Monster Manual*), even if the creature is not a spellcaster. The throne itself acts as a kind of phylactery. As mentioned previously, the lich is unable to move more than 100 feet away from the throne without crumbling to dust.

If a living being sits upon the throne and agrees to the bargain while someone else is in possession of the *Dead Throne,* the previous lich is destroyed as the new one is created. Ten-Ap is fully aware of this, and is wary about getting farther away from his throne than any potential enemies. The concern that a minion could usurp his position is also the main reason Ten-Ap rarely allows any of his intelligent undead into the throne room; he is not sure if another undead being can take his place on the throne, and he's not willing to take the risk.

The *Dead Throne* also grants the following powers to its lich servant.

Create Undead: As a full-round action, the lich can convert any living creature within 60 feet of the throne to an undead. The lich must be seated upon the throne to use this ability. Unwilling creatures are entitled to a DC 22 Will save to avoid the effect. The lich can choose to convert the living creature into a skeleton, a zombie, a mummy, a shadow, a spectre, or a wraith. A mummy created in this fashion can continue to advance as a character, while a shadow, spectre, or wraith can advance as indicated in the *Monster Manual* for that type of creature. (A wraith, after sufficient time, can become a dread wraith.)

Control Undead: The lich can command up to 100 Hit Dice of undead simultaneously, so long as they are within 100 feet of the lich. The effect lasts for 12 hours, and is otherwise identical to the spell of the same name. Ten-Ap mainly uses this ability to force information out of the undead heads in area E.

If the lich in possession of the *Dead Throne* is destroyed, or the throne itself is destroyed, all of the undead created by the lich (or by undead created by the lich) are also immediately destroyed.

villages, they might recognize the heads of a few village leaders here.)

If the PCs defeat the mummy priests here, the heads ask also to be destroyed—they would prefer something quick and relatively painless, like being turned. For purposes of turning, treat each of the two dozen heads as a 1-HD undead.

Mummy High Priest of Al-Ishtus: See the Encounters in Harrax section, below.

Mummy Priest of Al-Ishtus (2): See the Encounters in Harrax section, below.

F. Visitor's Chambers (EL 14): The visitor's chamber is rarely used now for anything except an entrance to the passageway leading to the Temple of Al-Ishtus. A group of mummy guards stands watch at the passage entrance.

Mummy Guards (20): See the Encounters in Harrax section, below.

Mummy Captains (4): See the Encounters in Harrax section, below.

G. The Throne Room (EL 16): Ten-Ap uses this chamber as it was originally intended—as a throne room. It is here that he sits upon the *Dead Throne*, gazing at his maps and poring over his ancient documents. He rarely stirs from this spot. He cannot move more than 100 feet from the *Dead Throne* without crumbling to dust, so a small cadre of servants—several human warrior skeletons and human commoner zombies—attends him, delivering messages or fetching whatever he needs on command.

Skeletons (2d4): See page 226 of the *Monster Manual*.

Zombies (1d4): See page 266 of the *Monster Manual*.

Ten-Ap: See the Encounters in Harrax section, below.

H. Royal Chambers (EL 10): Like the visitors' chambers, Ten-Ap has very little use for this room. However, because his dependence on the *Dead Throne* requires that he not move more than 100 feet from it, he has had a secret door installed in the back of this chamber. Should he become aware that intruders have bypassed the main house and gone straight to the royal treasury, he emerges from this secret door, along with his guards and the mummy canisphinx, to prevent the intruders from leaving.

The royal chambers are otherwise simply guarded by a contingent of mummy guards. If a fight occurs in the throne room (area G), the guards shamble forth to lend their aid there as well.

Mummy Guards (4): See the Encounters in Harrax section, below.

Mummy Captain: See the Encounters in Harrax section, below.

I. Royal Treasury (EL 12): The royal treasury, guarded by two contingents of mummies, is filled to the brim with treasures collected by Ten-Ap both during his reign as the first Sand King, and in every century since his death. The door is 12 feet tall and made of stone reinforced with iron. It isn't locked, but opening it requires a DC 30 Strength check. (Ten-Ap usually has several mummies work together to open it.) Ten-Ap's *stone of alarm* is attached to the door, alerting him to intruders who get past all of his guards and attempt to open the vault.

Mummy Guards (8): See the Encounters in Harrax section, below.

Mummy Captains (2): See the Encounters in Harrax section, below.

Stone Door: 1 ft. thick; hardness 8; hp 90; break DC 35.

Treasure: Inside is an amazing treasure trove—so large that few could haul it away all in one trip: 20,000 gp; an intricately decorated golden flagon set with a large ruby (3,100 gp); a string of pink pearls (5,750 gp); an ancient calendar made of silver and embellished with jade (900 gp); a pair of golden mugs with tourmaline inlays (600 gp each); a statuette carved from a dragon's bone (160 gp); a ceremonial dagger made of silver, with a star ruby set in the pommel (1,350 gp); a wrought-gold choker (1,250 gp); a black star sapphire pendant on a fine gold chain (1,650 gp); a decorative gold sword hilt, with a hieracosphinx design (75 gp); a black opal pendant on a silver chain (5,000 gp); a set of a dozen gold platters (50 gp each); a set of two dozen gold goblets (15 gp each); a large gold serving platter (100 gp); a gold ring with a flame motif (550 gp); a bejeweled gold crown (4,000 gp); a highly polished silver mirror with a gold frame (600 gp); a pair of beautiful and delicate gold earrings (75 gp each); a small gold statuette of a woman riding a crocodile, a representation of Tem-Et-Nu (80 gp); a collection of eighty toy soldiers made of gold-plated wood and eyes of blue crystal (10 gp each); an apple, a pear, and twenty dates, all made of gold (5 gp each); a wrought-gold anklet (400 gp); a *ring of major fire elemental resistance*; a *portable fountain*; and a *+2 shield of undead controlling*.

J. Barracks (EL 16): These four low buildings are identical in form and function to the barracks buildings described under area 6, above.

Mummy Guards (30): See the Encounters in Harrax section, below.

Mummy Captains (6): See the Encounters in Harrax section, below.

Mummy Commander: See the Encounters in Harrax section, below.

K. Offices (EL 5 each): These six low buildings are each identical in form and function to the offices described under area 7, above, down to the presence of human warrior skeletons, human commoner zombies, and a mummy.

Skeletons (2d4): See page 226 of the *Monster Manual*.

Zombies (1d4–1): See page 266 of the *Monster Manual*.

Mummy: See page 190 of the *Monster Manual*.

L. Servants' Chambers (EL 6 each): These ten low buildings serve as "living" space for the small army of servants and functionaries that Ten-Ap needs for mundane tasks. Few of them are inclined to fight unless attacked, though the mummy majordomo in each of the buildings gladly sends them forth if it perceives the PCs to be a threat to either the undead staff—consisting of several human warrior skeletons, human commoner zombies, and a mummy—or the sanctity of the King's House.

Skeletons (4d4): See page 226 of the *Monster Manual*.

Zombies (2d4): See page 266 of the *Monster Manual*.

Mummy: See page 190 of the *Monster Manual*.

ENCOUNTERS IN HARRAX

Here are the creatures and NPCs that explorers will encounter within Harrax.

Mummies are frequently encountered in Harrax. All mummies have the despair and mummy rot special attacks. The DC of these attacks is provided with each mummy entry below, and the full text of the abilities is reprinted here. See page 190 of the *Monster Manual* for details.

Despair (Su): At the mere sight of a mummy, the viewer must make a successful Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC varies, incubation period 1 minute; Damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described in the template description below. An afflicted creature that dies shrivels away into dust that blows away into nothing at the first wind.

Major NPCs

The following monsters appear throughout the city of Harrax, as indicated in the keyed areas, above.

Mummy Administrator: Aristocrat 2; CR 6; Medium undead; HD 8d12+6 plus 2d8; hp 67; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +12; Atk or Full Atk +12 melee (1d6+7/18–20, scimitar) or +12 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +11; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Appraise –1, Climb +8, Diplomacy +4, Hide +7, Knowledge (nobility and royalty) –1, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness (2).

Language: Common.

A mummy administrator's despair and mummy rot special attacks have a save DC of 16.

Possessions: scimitar.

A unique creature, the mummy canisphinx described below retains its unique canisphinx abilities, while also gaining the abilities of a mummy.

Mummy Canisphinx (Advanced Mummy): CR 10; Large undead; HD 17d12+3; hp 113; Init +0; Spd 20 ft. (4 squares), fly 90 ft. (poor); AC 21, touch 9, flat-footed 21; Base Atk +8; Grp +23; Space/Reach 10 ft./5 ft.; Atk +18 melee (1d10+11 plus mummy rot, bite) or +18 melee (1d8+11 plus mummy rot, slam); Full Atk +18 melee (1d10+11 plus mummy rot, bite) and +13 melee (1d6+5 plus mummy rot, 2 claws) or +18 melee (1d6+11 plus mummy rot, slam); SA despair, mummy rot, pounce, rake 1d6+5, roar; SQ damage reduction 5/—, darkvision 60 ft., low-light vision, undead traits, vulnerability to fire; AL LE; SV Fort +7, Ref +5, Will +12; Str 33, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +6, Listen +4, Spot +14; Alertness, Flyby Attack, Great Fortitude, Power Attack, Toughness, Track.

Language: Common.

A mummy canisphinx's despair and mummy rot special attacks have a save DC of 20.

Pounce (Ex): If a mummy canisphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18, damage 1d6+5.

Roar (Su): Three times per day, a mummy canisphinx can loose a mighty roar. All creatures within 200 feet at the time must succeed on a DC 20 Will save or be affected as though by a *fear* spell for 2d4 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 100 feet must succeed on a DC 20 Fortitude save or be paralyzed for 1d4 rounds, and all those within 60 feet are also deafened for 1d4 rounds (no save). If it roars a third time during the same encounter, all those within 50 feet must succeed on a DC 20 Fortitude save or take 1d4 points of Strength damage for 1d4 rounds. Other canisphinxes have immunity to the effects of a mummy canisphinx's roar. The save DCs are Charisma-based.

Mummy Captain: Warrior 3; CR 7; Medium undead; HD 8d12+3 plus 3d8; hp 68; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +7; Grp +14; Atk +14 melee (1d6+7/18–20, khopesh[†]) or +14 melee (1d6+10 plus mummy rot, slam); Full Atk +14/+9 melee (1d6+7/18–20, khopesh[†]) or +14 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +7, Ref +3, Will +9; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Climb +10, Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Exotic Weapon Proficiency (khopesh), Great Fortitude, Toughness.

Language: Common.

A mummy captain's despair and mummy rot special attacks have a save DC of 16.

Possessions: khopesh[†].

† New weapon described on page 97.

Mummy Commander: Warrior 6; CR 10; Medium undead; HD 8d12+3 plus 6d8; hp 80; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +10; Grp +17; Atk +18 melee (1d6+7/18–20, khopesh[†]) or +17 melee (1d6+10 plus mummy rot, slam); Full Atk +18/+13 melee (1d6+7/18–20, khopesh[†]) or +17 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +9, Ref +4, Will +10; Str 25, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Climb +10, Hide +7, Listen +8, Move Silently +7, Ride +3, Spot +8; Alertness, Exotic Weapon Proficiency (khopesh), Great Fortitude, Toughness, Weapon Focus (khopesh).

Language: Common.

A mummy commander's despair and mummy rot special attacks have a save DC of 16.

Possessions: khopesh[†].

† New weapon described in Chapter 4.

Mummy Guard: Warrior 1; CR 5; Medium undead; HD 8d12+3 plus 1d8; hp 59; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +12; Atk of Full Atk +12 melee (1d6+7/18–20, scimitar) or +12 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +2, Will +8; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Climb +8, Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

Language: Common.

A mummy guard's despair and mummy rot special attacks have a save DC of 16.

Possessions: scimitar.

Mummy High Priest of Al-Ishtus: Cleric 6; CR 8; Medium undead; HD 8d12+3 plus 6d8; hp 82; Init +0; Spd 20 ft.; AC 21, touch 11, flat-footed 21; Base Atk +8; Grp +15; Atk +15 melee (1d6+10 plus mummy rot, slam) or +15 melee (1d3+7 nonlethal, whip); Full Atk +15 melee (1d6+10 plus mummy rot, slam) or +15/+10 melee (1d3+7 nonlethal, whip); Reach 15 ft. with whip; SA despair, mummy rot, rebuke undead 5/day (+2, 2d6+8, 6th); SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL NE; SV Fort +9, Ref +4, Will +13; Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15.

Skills and Feats: Climb +8, Hide +7, Knowledge (religion) –1, Listen +8, Move Silently +7, Spellcraft –1, Spot +8; Alertness, Brew Potion, Exotic Weapon Proficiency (whip), Great Fortitude, Toughness.

Language: Common.

This mummy high priest's despair and mummy rot special attacks have a save DC of 16.

Cleric Spells Prepared (caster level 6th): 0—*detect magic, detect poison, mending* (2), *resistance;* 1st—*bane, bless, divine favor, protection from good*[D] (caster level 7th), *shield of faith;* 2nd—*darkness, death knell* (DC 14), *desecrate*[D] (caster level 7th), *hold person* (2) (DC 14); 3rd—*animate dead*[D] (caster level 7th), *protection from energy, searing light.*

D: Domain spell. Domains: Death (death touch 1/day, damage 6d6), Evil (cast evil spells at +1 caster level).

Possessions: whip, *brooch of shielding* (54 hp remaining), *ring of protection +1, potion of inflict serious wounds, scroll of invisibility purge.*

Mummy High Priest of Aurifar: Cleric 8; CR 9; Medium undead; HD 8d12+3 plus 8d8; hp 91; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +10; Grp +17; Atk +19 melee (1d6+9/18–20, +2 *scimitar*) or +17 melee (1d6+10 plus mummy rot, slam); Full Atk +19/+14 melee (1d6+9/18–20, +2 *scimitar*) or +17 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +10, Ref +6, Will +14; Str 24, Dex 10, Con —, Int 6, Wis 16, Cha 15.

Skills and Feats: Hide +7, Listen +8, Knowledge (religion) +5, Move Silently +7, Spellcraft +2, Spot +8; Alertness, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency (scimitar), Skill Focus (Knowledge [religion]), Toughness.

Language: Common.

The mummy high priest's despair and mummy rot special attacks have a save DC of 16.

Possessions: +2 scimitar, wand of cure light wounds (26 charges), *potion of inflict moderate wounds.*

Mummy Priest of Al-Ishtus: Cleric 2; CR 6; Medium undead; HD 8d12+6 plus 2d8; hp 67; Init +0; Spd 20 ft.; AC 21, touch 11, flat-footed 21; Base Atk +5; Grp +12; Atk or Full Atk +12 melee (1d6+10 plus mummy rot, slam) or +8 melee (1d3+7, whip); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., rebuke undead 5/day (+2, 2d6+4, 2nd), undead traits, vulnerability to fire; AL NE; SV Fort +7, Ref +2, Will +11; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Climb +8, Hide +7, Knowledge (religion) –1, Listen +8, Move Silently +7, Spellcraft –1, Spot +8; Alertness, Great Fortitude, Toughness (2).

Language: Common.

A mummy priest's despair and mummy rot special attacks have a save DC of 16.

Cleric Spells Prepared (caster level 2nd): 0—*detect magic* (2), *detect poison*, *light*; 1st—*bane*, *bless*, *doom*, *protection from good*[D] (caster level 3rd).

D: Domain spell. Domains: Death (death touch 1/day, damage 2d6), Evil (cast evil spells at +1 caster level).

Possessions: Whip, *ring of protection +1*.

Mummy Priest of Aurifar: Cleric 4; CR 7; Medium undead; HD 8d12+3 plus 4d8; hp 73; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +7; Grp +14; Atk +15 melee (1d6+8/18–20, *+1 scimitar*) or +14 melee (1d6+10 plus mummy rot, slam); Full Atk +15/+10 melee (1d6+8/18–20, *+1 scimitar*) or +14 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +8, Ref +3, Will +12; Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15.

Skills and Feats: Hide +7, Listen +8, Knowledge (religion) +3, Move Silently +7, Spellcraft +0, Spot +8; Alertness, Great Fortitude, Martial Weapon Proficiency (scimitar), Skill Focus (Knowledge [religion]), Toughness.

Language: Common.

The mummy priest's despair and mummy rot special attacks have a save DC of 16.

Possessions: +1 scimitar, potion of cure moderate wounds, potion of inflict moderate wounds.

Ten-Ap: Male human lich fighter 10/druid 4; CR 16; Medium undead (augmented humanoid); HD 14d12; hp 96; Init +2; Spd 30 ft.; AC 28, touch 15, flat-footed 26; Base Atk +13; Grp +18; Atk +23 melee (1d6+10/18–20, *+3/+3 double khopesh*[†]) or +18 melee touch (1d8+5 negative energy plus paralysis, touch) or +15 ranged (1d8+4/×3, composite longbow); Full Atk +21/+16/+11 melee (1d6+10/18–20, *+3/+3 double khopesh*[†]) and +21 melee (1d6+7/18–20, *+3/+3 double khopesh*[†]) or +15/+10/+5 ranged (1d8+4/×3, composite longbow); SA fear aura, paralyzing touch; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting spells and abilities, nature sense, resist nature's lure, trackless step, undead traits, wild empathy +6 (+2 magical beasts), woodland stride; AL NE; SV Fort +11, Ref +6, Will +9; Str 20, Dex 14, Con —, Int 13, Wis 15, Cha 15.

Skills and Feats: Climb +9, Diplomacy +9, Intimidate +10, Jump +11, Ride +10, Spellcraft +4, Survival +6; Combat Reflexes, Endurance, Exotic Weapon Proficiency (double khopesh)[B], Greater Weapon Focus (double khopesh)[B], Heat Endurance, Improved Sunder[B], Leadership, Mounted Combat[B], Power Attack, Two-Weapon Fighting, Weapon Focus (double khopesh)[B], Weapon Specialization (double khopesh)[B].

Fear Aura (Su): Creatures of 5 or fewer HD within 60 feet of Ten-Ap must succeed on a DC 17 Will save or be affected by a *fear* spell. Success means that creature cannot be affected by Ten-Ap's fear aura again for 24 hours.

Paralyzing Touch (Su): Any living creature struck by Ten-Ap's touch attacks must succeed on a DC 17 Fortitude save or be permanently paralyzed.

Resist Nature's Lure (Ex): Ten-Ap gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Ten-Ap leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex): Ten-Ap may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Druid Spells Prepared (caster level 4th): 0—*detect magic*, *flare*, *read magic* (2), *resistance*; 1st—*entangle* (2) (DC 13), *longstrider*, *obscuring mist*; 2nd—*bear's endurance*, *bull's strength*, *spider climb*.

TABLE 7–1: RANDOM ENCOUNTERS IN HARRAX

d%	Encounter
01–60	No encounter.
61–65	*Skeleton Servant:* It does not attack. If the PCs follow it, they might find an entrance to the underground portions of the city, or, if they are already underground, the servant might eventually lead the PCs to the King's House.
66–70	*Zombie Servant:* If the PCs ever approach within 30 feet of it, the zombie attacks. Otherwise, it behaves as the skeleton servant, above.
71–75	*Shadow* (EL 3): Shadows in Harrax only attack if they have a clear advantage. Otherwise, if they spot intruders, they take their first opportunity to fly to the throne room (area 14G) to alert Ten-Ap, also alerting every mummy patrol along the way.
76–80	*Spectre* (EL 7 or 9–11): Spectres in Harrax, much like shadows, alert the nearest mummy patrol, but then return with them to join the attack. Particularly well trained by Ten-Ap, however, a spectre with a group of mummies waits at the edge of the combat, looking for an opponent to become vulnerable—at which point the spectre swoops in to utilize its energy drain on a helpless victim.
81–98	*Mummy Patrol* (EL 8–10): 1d3+3 mummy 1st-level warriors led by a mummy captain (3rd-level warrior). They attack any living creature they come across. If allowed to do so, the mummy captain spends the first 3 rounds rapping his sword on his shield, at the conclusion of which there is a 25% chance that another mummy patrol comes to investigate. In any case, the mummy captain then immediately joins the fray.
99–100	*Mummy Procession* (EL 9–11) As the mummy patrol encounter, above, except that a mummy priest (5th-level cleric) is with the group. The mummy priest acts mainly to cast support spells on the other mummies, while the mummy captain (3rd-level warrior) protects him.
101+	*Dread Wraith* (EL 11): Unlike other incorporeal undead in Harrax, a dread wraith attacks intruders without hesitation.

Possessions: +5 dragonhide armor, +3/+3 double khopesh[†], composite longbow (+4 Str bonus) with 20 arrows, *ring of protection +3, greater ring of fire resistance, stone of alarm* (see area 14I), *potion of inflict moderate wounds.*

[†] New weapon described in Chapter 4.

RANDOM ENCOUNTERS

While the PCs are exploring Harrax, roll once every hour on the following table (unless otherwise indicated in the description of that particular area). Add 20 to the roll if it is nighttime, or if the PCs are underground. All undead are built with a human commoner as the base creature unless otherwise specified.

THE MUMMY'S TOMB

The entrance to an ancient tomb was uncovered by the last sandstorm. Who knows what treasures might be found within? Who can predict the primeval guardians that protect it, pharaohs jealous of their forgotten hoard?

As presented here, The Mummy's Tomb should provide a challenge for a group of 7th-level characters.

GENERAL HISTORY OF THE TOMB

When Lord Mekhapsah and his favored concubine, Heteputsah, died of old age, they were buried according to custom in a secret and well-guarded tomb, their earthly treasures gathered nearby to purchase godhood in the afterlife.

Recently, a sandstorm of particular violence raged across the desert. In its aftermath, many communities were scattered and much damage was dealt. However, the doorway to a previously undiscovered ancient tomb was unearthed. Insignias on the portal lead scholars to believe that the tomb is none other than that of Mekhapsah, fabled lord of yesteryear, whose resting place has been a perfect secret these last thousand years.

SECRET HISTORY OF THE TOMB

There is more to Mekhapsah's tomb than simple burial; Mekhapsah hoped to endure the centuries here until a prophesied congruence of celestial events occurred. When the congruence does occur, Mekhapsah hopes for a transformation that will grant him and his bride renewed life and even greater power.

However, the sandstorm that uncovered the entrance to his resting place is not part of that prophecy. It was simply a random desert event. While the entrance to the tomb remains visible, Mekhapsah and his anticipated future transcendence are vulnerable.

IN YOUR CAMPAIGN

Any waste locale would serve for introducing this simple tomb to your campaign, as long as it is in an area in which the tomb could have remained hidden for many years.

CONDITIONS OF THE TOMB

Temperatures around the entrance to the tomb routinely climb to more than 110° F by day, putting the locale into the hot temperature band (see page 12). However, the interior of the ruins is not particularly warm, though the halls are dry and stale.

KEYED AREAS OF THE TOMB

Tomb raiders with a well-marked map can easily discover the newly revealed entrance to Mekhapsah's tomb.

1. Entrance (EL 6)

Glyphs spell out the name "Mekhapsah" on the stone valve, which is locked (Open Lock DC 40) and trapped.

Searing Exposure Trap: CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*searing exposure*[†], 9th-level wizard, spell effect applied to all creatures within 30 ft. of the portal, DC 16 Fortitude save partial); Search DC 30; Disable Device DC 30.

[†] New spell described on page 120.

2. Dead Garden (EL 6)

> The ceiling of this chamber glimmers with faint magical light. A dry channel runs along the floor from the western corridor, apparently once providing water to the chamber. Dead and dried vegetation fills the room.

The magical energy that kept a garden thriving here failed a century ago. Among the dead vegetation, a single hardy specimen remains alive, looking like nothing more than a twisted shrub. It attacks intruders.

Ironthorn: See page 166.

3. Dome of Heaven

> This domed chamber is feebly lit by flickering points of light scribed all across the ceiling like stars. A dry fountain in the center of the room leads a similarly dry channel out of the chamber toward the east.

Mekhapsah spent a lot of time in this chamber when he was in better spirits, looking for signs in the simulated sky above for hints about the coming celestial event that he was promised would transfigure him. No hints to the nature of that transfiguration are apparent to the casual viewer.

An examination of the dry fountain (Search DC 18) reveals tiny words inscribed around the basin: "A passage to Lord Mekhapsah is achieved only through offering oneself as a sacrifice to the sacred scarabs." This message provides a clue that the scarab fountain in area 9 is actually a teleporter to area 10.

4. Fresco Room (EL 6)

> Piles of plaster line the walls where ancient frescoes have fallen.

The frescoes are too overtaken by dust to be readable. Two undead, initially hidden in the shattered remains, rise and attack the living, screaming out their need for water.

Forlorn Husks (2): See page 163.

Treasure: Mixed in among the fresco fragments and dust is 502 gp and a suit of banded mail.

5. Dust of Ages (EL Varies)

> This area is dark and empty except for many piles of dust.

These chambers are mostly empty, though each one is 20% likely to hold a threat. If a room is determined to contain a threat, 1d4 troll skeletons are present in the chamber, serving as guardians of the tomb that abide no trespassers.

Troll Skeletons (1d4): See page 227 of the *Monster Manual*.

6. Scarab Sarcophagus (EL 7)

> A black carpet of furiously scampering beetle carapaces covers every square inch of a stone sarcophagus.

The undead scarab swarm centered in each of these rooms serves to cleanse the tomb of unwelcome visitors. The scarab swarm begins in the center of the chamber (on the stone sarcophagus), but it surges forward to attack and envelop any creature that enters.

Even if the swarm for a particular room is slain, the swarm regenerates 24 hours later unless the treasure is taken and laid outside the tomb. If the treasure is taken, the treasure hunters are cursed to encounter death scarab swarms once per day at a random time and place until the treasure hunters receive a *remove curse* spell cast by a 10th-level caster, or until every last gold piece and gem taken from the sarcophagus is abandoned or given away.

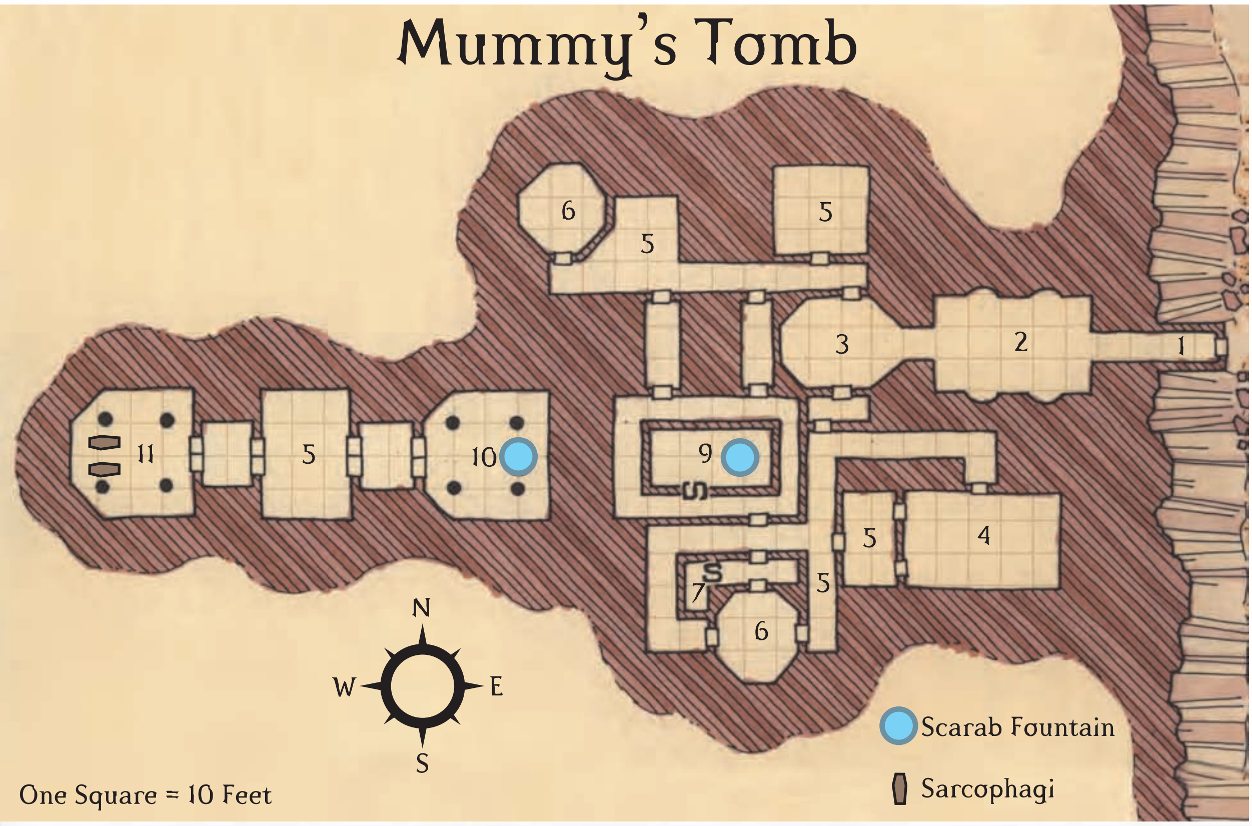
Death Scarab Swarm: See page 184.

Treasure: A successful DC 15 Strength check is required to push open the lid of the stone sarcophagus that serves as the nucleus of the undead scarab swarm. Within each sarcophagus are 2d6×100 gp and 1d4 star rose quartz gems (50 gp each).

7. Haunted Sarcophagus (EL 7)

The secret door leading to this room has a Search DC of 24.

> A sarcophagus of pale white stone is secreted in this chamber painted with fallen frescoes.



The priest that lies here is now a spectre that haunts this chamber and attacks any who would disturb its resting place within the sarcophagus. It can easily reach through the stone to make its energy-draining attacks.

Spectre: See page 232 of the *Monster Manual*.

Treasure: Within the sarcophagus are old bones, dust, and a greatsword with the words "Memphet-Ra" inscribed along its sheath. It is a *+1 ghost touch undead bane greatsword*.

8. Haunted Hollow (EL 9)

> This narrow corridor surrounds a massive block of void-black onyx.

A DC 15 Search check reveals that tapping on the block reveals a hollow sound, as if it might really be a façade. Tapping also draws the attention of the two specters that haunt this chamber. These undead priests have pledged themselves to the lord of the tomb, and they attack all trespassers.

Spectres (2): See page 232 of the *Monster Manual*.

9. Scarab Fountain

The secret door leading to this chamber has a Search DC of 24.

> A black fountain of carapaces surges upward, only to fall back into a bowl of scrabbling scarab beetles numbering in the thousands. Several large blocks of onyx are scattered randomly about the chamber.

This hollow onyx chamber has no obvious exits (other than the secret door). However, the scarab fountain is actually another exit. Any creature that steps into the bowl of the fountain is instantly covered by the scrabbling death scarabs, and to the eyes of any onlookers, apparently consumed. (Objects are not affected, unless held by a creature.) In fact, the disappearing creature is actually teleported to a similar scarab fountain in area 10. The fountain and scarabs radiate moderate conjuration magic, and a *true seeing* spell or effect reveals that the scarabs aren't true death scarabs, but manifestations of some sort of magical energy.

10. True Tomb Foyer

> Four decorated pillars support the 20-foot-high ceiling. A fountain of scarab beetles scrabbles along the east wall. Two bronze doors close access to a hallway to the west.

The scarab fountain in this chamber is identical to that in area 9, and stepping into it from this side transports the individual back to the fountain in that room.

11. Lord of the Tomb (EL 10)

> Two great sarcophagi lie near the western wall of this wide, pillar-supported chamber. As if guarding the tomb, a mummified arm and hand stands rigidly upright at the foot of the sarcophagi. The hand clutches an onyx orb, much like a gem set as a headpiece for a gruesome staff.

In fact, the limb is a magical staff crafted from the mummified arm of a creature that died of thirst (see Treasure, below). Intruders must first deal with the lord of the tomb.

Mekhapsah knows automatically when any creature teleports by using the scarab fountains in areas 9 and 10. Once alerted to this intrusion, he begins casting any of the spells that can aid him in combat. Thus, when he emerges from his sarcophagus, he is likely energized with spells such as *divine favor, shield of faith*, and *divine power*.

If any creature enters the chamber, Mekhapsah pushes aside the top of his sarcophagus (a move action) and rises (another move action). Visitors might try to parley with Mekhapsah, but unless they have information he seeks (for instance, if the DM has crafted a more detailed storyline into the basic writeup of this site), he attacks remorselessly.

If Mekhapsah decides the fight is going against him, he backs up, takes out a scroll of *word of recall*, and tries to recall to area 9. Once there, he takes a full-round action to deactivate the scarab teleporting fountain by tumbling a large block across the basin. The characters must now find a new way out, because Mekhapsah never moves the block until he is convinced his trapped foes are dead from thirst and starvation.

In the other sarcophagus lies beautiful Heteputsah, an undifferentiated layer of bone dust, awaiting the day of her lord's supposed transformation.

Mekhapsah, Mummy Lord: Mekhapsah has the characteristics of a mummy lord (see page 190 of the *Monster Manual*), with the ability to use the *staff of withering thirst* that stands before him, though he doesn't have to touch it to activate it.

Treasure: The *staff of withering thirst* (see page 132) thrust into a socket in the floor has 20 charges remaining. As long as Mekhapsah continues to exist, the staff will not function in any other creature's hand. Mekhapsah also carries a scroll of *word of recall*, which is keyed to area 9.

Appendix: Encounter Tables

These tables provide a guideline for encounters in any warm waste environment, but they are not absolutes. Use them and bend them to suit your needs, and never be afraid to reroll an inappropriate encounter.

These tables are not broken down into terrain subdivisions of hill, plains, mountains, aquatic, and so on, because the utility in doing so is limited. A waste environment is generally similar to what might be found in a warm desert environment, but remember: Waste environments can extend into warm hills, plains, and mountains terrains. These tables can be used in any terrain that has been compromised by the waste.

SUBSTITUTIONS

This book assumes that you have the *Monster Manual*. If you want to add greater variety to your encounters and you own *Monster Manual II* (indicated by a superscript ^{M2}) or *Fiend Folio* (indicated by a superscript ^{FF}), you can substitute monsters from this list for *Monster Manual* creatures that appear in the waste encounter tables that follow. No substitutions are given for new monsters presented in this book.

WASTE ENCOUNTERS

Find the appropriate encounter level on the following tables and roll your encounter.

For instance, you might decide to adopt the following encounter check policy: 50% chance for an encounter once per day; if an encounter occurs, pick appropriate an encounter level range for your party, and roll on the appropriate table to determine creature type and number of creatures encountered.

Table A–1: Monster Manual Substitutions

Creature Rolled	Substitution	CR
Androsphinx	Dunestalker^{FF}	9
Basilisk	Spawn of Kyuss^{M2}	5
Brass dragon, juvenile	Legendary snake^{M2}	8
Brass dragon, mature	Nightmare beast^{M2}	15
Brass dragon, old	Deathbringer^{M2}	17
Brass dragon, young adult	Darkweaver^{FF}	10
Brass dragon, young	Rapture locust swarm^{FF}	6
Clay golem	Brass golem^{M2}	10
Colossal animated object	Runic guardian^{M2}	10
Copper dragon, juvenile	Braxat^{M2}	9
Copper dragon, young	Flame snake, lesser^{FF}	7
Cornugon (devil)	Moonbeast^{M2}	16
Criosphinx	Scorpionfolk, 1st-level warrior^{M2}	7
Dread wraith	Crimson death^{M2}	11
Fire elemental, elder	Demodand, farastu^{FF}	11
Fire elemental, Small	Ash rat^{M2}	1
Flesh golem	Quth-maren^{FF}	7
Gargantuan animated object	Sharapnyl^{M2}	7
Giant ant, soldier	Jackalwere^{FF}	2
Giant, fire	Yagnaloth^{M2}	10
Gynosphinx	Gravorg^{M2}	8
Bandit, 1st-level human fighter	Thri-kreen^{M2}	1
Hydra, nine-headed, pyro-	Bronze serpent^{M2}	10
Hydra, twelve-headed, pyro-	Ethergaunt, white^{FF}	13
Hyena (animal)	Ether scarab^{M2}	1
Iron golem	Steel predator^{FF}	13
Janni (genie)	Crypt thing^{FF}	4
Lich, 11th-level human wizard	Death knight^{M2}	13
Marilith (demon)	Arcanaloth^{FF}	17
Monstrous scorpion, Colossal	Shadow spider^{M2}	12
Monstrous scorpion, Large	Necrophidus^{FF}	2
Monstrous scorpion, Medium	Flame snake, minor^{FF}	1
Monstrous scorpion, Gargantuan	Scarab beetle swarm^{FF}	10
Mummy lord	Great fihyr^{M2}	15
Nalfeshnee (demon)	Alkilith^{FF}	14
Nightshade, nightwalker	Gravecrawler^{M2}	16
Nightshade, nightwing	Bloodfiend^{FF}	14
Ogre mage	Hook horror^{FF}	6
Rakshasa	Spell weaver^{M2}	10
Red dragon, young	Slasrath^{FF}	7
Roc	Rogue eidolon^{M2}	9
Salamander, noble	Mooncalf^{M2}	10
Shadow, greater	Jackal lord^{FF}	8
Shocker lizard	Needlefolk, 1st-level warrior^{M2}	2
Slaad, gray	Abyssal ghoul^{FF}	10
Slaad, green	Malebranche^{M2}	9
Spectre	Breathdrinker^{M2}	7
Stone golem	Bone naga^{M2}	11
Stone golem, greater	Demodand, shator^{FF}	16

WASTE ENCOUNTERS, EL 1–4

EL 1	EL 2	EL 3	EL 4			Number			
d%	d%	d%	d%	Creature	CR	EL 1	EL 2	EL 3	EL 4
01–10	—	—	—	Monstrous centipede, Tiny	1/8	9–10	—	—	—
11–15	—	—	—	Rat	1/8	9–10	—	—	—
16–20	—	—	—	Owl	1/4	4	—	—	—
21–25	01–02	—	—	Horned lizard[1]	1/4	4	8	—	—
26–28	05–06	—	—	Hawk (animal)	1/3	3	5–6	—	—
29–31	07–08	01–03	—	Rat, dire	1/3	3	5–6	8	—
32–36	09–10	04–05	—	Jackal[1]	1/3	3	5–6	8	—
37–39	11–12	06	—	Giant termite, worker[1]	1/3	3	5–6	8	—
40–43	13–15	07–09	01	Vulture*	1/3	3	5–6	8	11
44–49	16–19	10–11	02	Asherati, 1st-level warrior[1]	1/2	2	3–4	5	8
50–54	20	12–13	03	Bhuka, 1st-level warrior[1]	1/2	2	3–4	5	8
55–57	21–24	14–16	04	Monstrous scorpion, Small	1/2	2	3–4	5	8
58–59	25–29	17–21	05–08	Orc, badlands[1]	1/2	2	3–4	5	8
60	30–33	22–25	09–10	Snake, Small viper	1/2	2	3–4	5	8
61–65	34–35	26–27	11	Zombie, human	1/2	2	3–4	5	8
66–67	36	28	12	Two-humped camel[1]	1	1	2	3	4
68–69	37–39	29–31	13	Dromedary camel[1]	1	1	2	3	4
70	40	32	14	Fire elemental, Small	1	1	2	3	4
71	41	33	15	Giant termite, queen[1]	1	1	2	3	4
72–74	42–43	34–35	16–18	Human bandit, 1st-level fighter	1	1	2	3	4
75–81	44–48	36–40	19–20	Hyena (animal)	1	1	2	3	4
82	49	41–42	21–22	Monstrous scorpion, Medium	1	1	2	3	4
83–85	50–56	43–46	23–29	Porcupine cactus[1]	1	1	2	3	4
86–88	57–60	47–52	26–30	Serval[1]	1	1	2	3	4
89	61	53	—	Ashworm[1]	2	1	1	2	—
90	62	54	—	Crucian[1]	2	1	1	2	—
91–92	63–67	55–57	31–33	Jackal, dire[1]	2	1	1	2	2
93	68–73	58–59	34–38	Azer	2	1	1	2	2
94	74	60	39	Giant ant, soldier	2	1	1	2	2
95	75–79	61–63	40–42	Giant termite, soldier[1]	2	1	1	2	2
96	80–84	64–68	—	Monstrous scorpion, Large	2	1	1	2	—
97	85–88	69–74	43–50	Sand dragon, wyrmling[1]	2	1	1	2	2
98	89	75–76	—	Shocker lizard	2	1	1	2	—
99–100	90–91	77	—	War camel[1]	2	1	1	2	—
—	92	78	51–52	Ashen husk[1]	3	—	1	1	1
—	93	79	53–54	Brass dragon, wyrmling	3	—	1	1	1
—	94	80	—	Dinosaur, protoceratops[1]	3	—	1	1	—
—	95	81	55–60	Vulture, dire[1]	3	—	1	1	1
—	96	82–84	61–66	Dust twister[1]	3	—	1	1	1
—	97	85–86	67–68	Mephit (glass 1–2, sulfur 3–4)[1]	3	—	1	1	1
—	98	87–89	69–73	Sand dragon, very young[1]	3	—	1	1	1
—	99	90–91	74–75	Sand hunter[1]	3	—	1	1	1
—	100	92–94	76–78	Tumbling mound[1]	3	—	1	1	1
—	—	95	79	Brass dragon, very young[1]	4	—	—	1	1
—	—	96	80	Chekryan[1]	4	—	—	1	1
—	—	97	81	Puma, dire[1]	4	—	—	1	1
—	—	98	82–83	Dune hag[1]	4	—	—	1	1
—	—	99	84–86	Janni (genie)	4	—	—	1	1
—	—	100	87	Marrulurk[1]	4	—	—	1	1
—	—	—	88–90	Basilisk	5	—	—	—	1
—	—	—	91	Canisphinx[1]	5	—	—	—	1
—	—	—	92	Dinosaur, diprotodon[1]	5	—	—	—	1
—	—	—	93–94	Hieracosphinx[1]	5	—	—	—	1
—	—	—	95–96	Marrusault[1]	5	—	—	—	1
—	—	—	97	Marrutact[1]	5	—	—	—	1
—	—	—	98	Sand dragon, young[1]	5	—	—	—	1
—	—	—	99	Scorpion swarm[1]	5	—	—	—	1
—	—	—	100	Roll on Waste Encounters, EL 5					

Waste Encounters, EL 5–8

EL 5	EL 6	EL 7	EL 8			Number			
d%	d%	d%	d%	Creature	CR	EL 5	EL 6	EL 7	EL 8
01–02	01	01	01	Fire elemental, Small	1	5–6	6	8	1
03–05	02–03	02–03	02–03	Monstrous scorpion, Medium	1	5–6	6	8	11
06–10	04–06	04–06	04–05	Porcupine cactus[1]	1	5–6	6	8	11
11–13	07–08	07–08	06–07	Jackal, dire[1]	2	3	4	5–6	8
14–18	09–10	09–10	08–09	Monstrous scorpion, Large	2	3	4	5–6	8
19–23	11	11–12	10–11	Sand dragon, wyrmling[1]	2	3	4	5–6	8
24–26	12	—	—	Ashen husk[1]	3	2	3	—	—
27	13	13	12	Dinosaur, protoceratops[1]	3	2	3	4	5–6
28–32	14–15	14	13	Vulture, dire[1]	3	2	3	4	5–6
33	16	15	14	Mephit (glass 1–2, sulfur 3–4)[1]	3	2	3	4	5–6
34–36	17	16	—	Sand dragon, very young[1]	3	2	3	4	—
37–38	18	17	15	Sand hunter[1]	3	2	3	4	5–6
39–44	19–22	18	16	Forlorn husk[1]	4	1	2	3	4
45–47	23–24	—	—	Chekryan[1]	4	1	2	—	—
48–52	25–26	19	—	Dune hag[1]	4	1	2	3	—
53–55	—	—	—	Marrulurk[1]	4	1	—	—	—
56–62	27–28	20	17	Basilisk	5	1	1	2	3
63	29	21	—	Canisphinx[1]	5	1	1	2	—
64	30	22	—	Mummy	5	1	1	2	—
65	31	23	—	Dinosaur, diprotodon[1]	5	1	1	2	—
66–70	32–34	24	18	Giant ant lion[1]	5	1	1	2	3
71–75	35–38	25–28	19	Hieracosphinx[1]	5	1	1	2	3
76–77	39–40	—	—	Lava ooze[1]	5	1	1	—	—
78–80	41–43	29–32	20–22	Marrusault[1]	5	1	1	2	3
81–82	44	33	23	Marrutact[1]	5	1	1	2	3
83	45	34	24	Sand dragon, young[1]	5	1	1	2	3
84–90	46–49	35–40	25–29	Saurosphinx[1]	5	1	1	2	3
91–93	50–51	41–42	30	Scorpion swarm[1]	5	1	1	2	3
93–94	52–53	43	31–32	Brass dragon, young	6	1	1	1	2
95	54–55	44–47	33–37	Brine ooze[1]	6	1	1	1	2
96	56	48	38	Hydra, five-headed pyro	6	1	1	1	2
97	57	49	—	Desert devil (araton)[1]	6	1	1	1	—
98	58–59	50–51	39	Half-janni, 5th-level fighter[1]	6	1	1	1	2
99–100	60–62	52–56	40–45	Ironthorn[1]	6	1	1	1	2
—	63	57	46–47	Copper dragon, young	7	—	1	1	1
—	64	58	48–49	Criosphinx	7	—	1	1	1
—	65–66	59–62	50–53	Flesh golem	7	—	1	1	1
—	67–70	63–74	54–59	Animated object, Gargantuan	7	—	1	1	1
—	71–82	75–79	60–64	Giant banded lizard[1]	7	—	1	1	1
—	83–88	80–86	65–71	Mirage mullah, 5th-level fighter[1]	7	—	1	1	1
—	89–90	87–88	72–77	Red dragon, young	7	—	1	1	1
—	91–94	89	78–79	Sand dragon, juvenile[1]	7	—	1	1	1
—	95–98	90–92	80–83	Dragonne	7	—	1	1	1
—	99–100	93–94	84–86	Spectre	7	—	1	1	1
—	—	95	88	Brass dragon, juvenile	8	—	—	1	1
—	—	96	89–90	Gynosphinx	8	—	—	1	1
—	—	97	91	Shadow, greater	8	—	—	1	1
—	—	98–99	92	Death scarab swarm[1]	8	—	—	1	1
—	—	100	93	Threskisphinx[1]	8	—	—	1	1
—	—	—	94	Androsphinx	9	—	—	—	1
—	—	—	95	Copper dragon, juvenile	9	—	—	—	1
—	—	—	96	Roc	9	—	—	—	1
—	—	—	97	Saguaro sentinel[1]	9	—	—	—	1
—	—	—	98	Sand dragon, young adult[1]	9	—	—	—	1
—	—	—	99	Waste crawler (anhydrut)[1]	9	—	—	—	1
			100	Roll on Waste Encounters, EL 9					

WASTE ENCOUNTERS, EL 9–12

EL 9	EL 10	EL 11	EL 12			Number			
d%	d%	d%	d%	Creature	CR	EL 9	EL 10	EL 11	EL 12
01	01	01	—	Chekryan[1]	4	5–6	8	11	—
02–03	02–03	02–03	—	Canisphinx[1]	5	4	5–6	8	—
04–06	04–06	04–06	01–05	Marrusault[1]	5	4	5–6	8	11
07–09	07–08	07–08	06–10	Scorpion swarm[1]	5	4	5–6	8	11
10–12	09–10	—	—	Desert devil (araton)[1]	6	3	4	—	—
13–14	11	09	11	Half-janni, 5th-level fighter[1]	6	3	4	5–6	8
15–18	12–14	10–11	12	Ogre mage	6	3	4	5–6	8
19–21	15–16	—	—	Criosphinx	7	2	3	—	—
22–24	17–19	12	13–14	Giant banded lizard[1]	7	2	3	4	5–6
25–26	20	—	—	Sand dragon, juvenile[1]	7	2	3	—	—
27–34	21–23	13–14	15–16	Dragonne	7	2	3	4	5–6
35–42	24–28	15–19	17–19	Spectre	7	2	3	4	5–6
43–46	29–31	—	—	Brass dragon, juvenile	8	1	2	—	—
47–48	32–36	20–22	20	Gynosphinx	8	1	2	3	4
49–51	37–39	—	—	Shadow, greater	8	1	2	—	—
52–57	40–42	23–25	25–26	Death scarab swarm[1]	8	1	2	3	4
58–64	44–49	26–30	27–39	Threskisphinx[1]	8	1	2	3	4
65–69	50–54	31–35	40–44	Androsphinx	9	1	1	2	3
70–78	55–63	36–44	45–52	Copper dragon, juvenile	9	1	1	2	3
79–80	64	—	—	Fire elemental, greater	9	1	1	—	—
81–82	65–67	45–49	53–54	Monstrous centipede, Colossal	9	1	1	2	3
83	68	50–51	55	Roc	9	1	1	2	3
84	69–72	52–54	56	Saguaro sentinel[1]	9	1	1	2	3
85–87	73–78	55–58	57–62	Sand dragon, young adult[1]	9	1	1	2	3
88	79	—	—	Slaad, green	9	1	1	—	—
89	80	59	63	Waste crawler (anhydrut)[1]	9	1	1	2	3
90	81–82	60–62	64–65	Brass dragon, young adult	10	1	1	1	2
91	83	63	66	Clay golem	10	1	1	1	2
92	84	64–65	67	Animated object, Colossal	10	1	1	1	2
93	85	66–68	68	Dunewinder[1]	10	1	1	1	2
94	86	69–74	69	Fire giant	10	1	1	1	2
95	87–88	75–79	70–71	Hydra, nine-headed pyro	10	1	1	1	2
96–97	89–91	80–81	72–75	Monstrous scropion, Gargantuan	10	1	1	1	2
98	92	82	76	Rakshasa	10	1	1	1	2
99	93	83	—	Salamander, noble	10	1	1	1	—
100	94	84	—	Slaad, gray	10	1	1	1	—
—	95	85	77	Crawling apocalypse[1]	11	—	1	1	1
—	96	86–89	78–79	Wraith, dread	11	—	1	1	1
—	97–98	90–92	80–84	Fire elemental, elder	11	—	1	1	1
—	99–100	93–97	85–88	Stone golem	11	—	1	1	1
—	—	98–99	89–90	Monstrous scorpion, Colossal	12	—	—	1	1
—	—	100	91–94	Purple worm	12	—	—	1	1
—	—	—	95	Iron golem	13	—	—	—	1
—	—	—	96	Lich, 11th-level human wizard	13	—	—	—	1
—	—	—	97–98	Hydra, twelve-headed pyro	13	—	—	—	1
—	—	—	99	Slaad, death	13	—	—	—	1
			100	Roll on Waste Encounters, EL 13					

WASTE ENCOUNTERS, EL 13–16

EL 13	EL 14	EL 15	EL 16			Number			
d%	d%	d%	d%	Creature	CR	EL 13	EL 14	EL 15	EL 16
01–02	—	—	—	Marrutact[1]	5	16	—	—	—
03–05	01–03	—	—	Lava ooze[1]	5	16	24	—	—
06–10	04–06	—	—	Sand dragon, young[1]	5	16	24	—	—
11–15	07–08	—	—	Brine ooze[1]	6	12	16	—	—
16–20	09–11	—	—	Desert devil (araton)[1]	6	12	16	—	—
21–28	10–14	01–10	—	Sand dragon, juvenile[1]	7	8	11	16	—
29	—	—	—	Death scarab swarm[1]	8	5–6	—	—	—
30–34	15–18	11–12	—	Threskisphinx	8	5–6	8	11	—
35–37	19–20	13–16	01–04	Androsphinx	9	4	5–6	8	11
38–40	21–23	17–20	05–08	Sand dragon, young adult[1]	9	4	5–6	8	11
41–46	24–26	—	—	Waste crawler (anhydrut)[1]	9	4	5–6	—	—
47–50	27–30	21–23	09–12	Dunewinder[1]	10	3	4	5–6	8
51–52	31–39	24	—	Monstrous scorpion, Gargantuan	10	3	4	5–6	—

EL13	EL14	EL15	EL16			Number			
d%	d%	d%	d%	Creature	CR	EL 13	EL 14	EL 15	EL 16
53–54	40	—	—	Crawling apocalypse[1]	11	2	3	—	—
55–60	41–43	—	—	Wraith, dread	11	2	3	—	—
61–65	44–46	25–28	13–20	Monstrous scorpion, Colossal	12	1	2	3	4
66–67	47–50	29–32	—	Purple worm	12	1	2	3	—
68–69	51–52	33–36	—	Hydra, twelve-headed pyro	13	1	1	2	—
70–76	53–59	37–39	21–25	Lich, 11th-level human wizard	13	1	1	2	3
77–84	60–73	40–47	26–30	Iron golem	13	1	1	2	3
85	74–77	48–49	31–33	Dire hippopotamus[1]	14	1	1	1	2
86–94	78–86	50–55	34–40	Nalfeshnee	14	1	1	1	2
95–98	87–92	56–60	—	Nightshade, nightwing	14	1	1	1	—
99–100	93–95	61–70	41–62	Sand dragon, adult[1]	14	1	1	1	2
—	96–98	71	63–65	Brass dragon, mature adult	15	—	1	1	1
—	99–100	72	66–69	Mummy lord	15	—	1	1	1
—	—	73–79	70–74	Sand dragon, old[1]	16	—	—	1	1
—	—	80–83	75–79	Stone golem, greater	16	—	—	1	1
—	—	84–86	80–81	Nightshade, nightwalker	16	—	—	1	1
—	—	99–100	82–86	Cornugon	16	—	—	1	1
—	—	—	87–88	Brass dragon, old	17	—	—	—	1
—	—	—	89–93	Marilith	17	—	—	—	1
—	—	—	94–95	Saguaro sentinel[1], 8th-level fighter	17	—	—	—	1
—	—	—	96–97	Threskisphinx[1], 9th-level sorcerer	17	—	—	—	1
—	—	—	98	Wasteland troll[1], 10th-level ranger	17	—	—	—	1
			100	Choose from Waste Encounters, EL 17+					

WASTE ENCOUNTERS, EL 17+

Creature	CR
Brass dragon, old	17
Marilith (demon)	17
Saguaro sentinel[1], 8th-level fighter	17
Threskisphinx[1], 9th-level sorcerer	17
Wasteland troll[1], 10th-level ranger	17
Sand dragon, very old[1]	18
Dry lich, asherati cleric 5/walker in the waste 10	18
Nightshade, nightcrawler	18
Marruspawn abomination[1]	19
Brass dragon, very old	19
Wasteland troll[1], 12th-level barbarian	19
Brass dragon, ancient	20
Tarrasque	20
Sand dragon, ancient[1]	21
Brass dragon, wyrm	21
Brass dragon, great wyrm	23
Solar (angel)	23
Sand dragon, wyrm[1]	24
Sand dragon, great wyrm[1]	27

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TEMPLE OF THE GLEAMING SANDS

A *Sandstorm* Web Enhancement

A Short Adventure for Four 5th-Level Player Characters

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Temple of the Gleaming Sands is a short adventure for four 5th-level characters that features monsters, spells, and items from the newly released *Sandstorm* book. You can use this scenario to introduce the new material on deserts and arid wastelands into your campaign, or you can just use it as a site-based adventure in a desert area.

The scenario is set in a remote area of the desert that very few humanoid travelers visit. The temple from which the adventure takes its name has lain forgotten for centuries and is now inhabited only by monsters who use it as a base. The area around the temple should be inhospitable enough to discourage humanoid settlement. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook,* the *Dungeon Master's Guide,* and the *Monster Manual*—as well as *Sandstorm* to run this adventure. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site, including the map. Read through the material at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide whether the PCs simply stumble upon the site or have a reason to visit. Monster and NPC statistics are provided with each encounter area in abbreviated form or, where appropriate, references to entries in the *Monster Manual* or *Sandstorm* are given.

ADVENTURE BACKGROUND

Like most temples, the one known as the Temple of the Gleaming Sands was originally dedicated to a deity. Which god is inconsequential; simply choose one that is appropriate for a desert setting in your campaign. The logic of the site selection depends upon the deity chosen. For example, the followers of Pelor might have selected this location for its brilliant sands, or the followers of Erythnul might have chosen this site simply because it is isolated and dangerous to approach—especially for those traveling on foot.

The temple was in active use for many years, but eventually it was abandoned to the shifting sands. Perhaps keeping it supplied in such a remote location proved too difficult, or maybe the followers of a rival god sacked it and slew all its defenders. Whatever the reason for its abandonment, the temple stood empty for several years. Adventurers visited it from time to time and carried off many of its finer treasures, but the desert creatures who took up residence within it brought other valuables with them. The temple has housed numerous beings through the years—some powerful and some not.

THE TEMPLE TODAY

When the adventure opens, the temple has been abandoned for at least a century. Almost all of its original treasures have been carried off, but some of the more recent tenants have left behind valuables of their own.

Currently, the temple is home to a canisphinx named Jarazim and his minions, who have gleaned a considerable cache of treasure from caravan raids and hidden it within the temple. Jarazim spends most of his time snoozing in the depths of the temple, but every few days he flies out at dusk and spends a night hunting in the desert. Jarazim has become the terror of caravan drivers and travelers for leagues around, though most do not know his true nature, and none know the location of his lair.

ADVENTURE SYNOPSIS

The PCs find a temple in the desert wilderness. After defeating the monsters that guard the entrance, they can penetrate the temple and clear out the rest of its monstrous inhabitants.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. If desired, however, you can use one of the following adventure hooks to draw them into the action.

- The PCs hear rumors of a massive "devil dog" that roams the desert at night. Like death on wings, it swoops down on campsites and slays desert travelers by the dozen. Recently, the creature made off with a small fortune in jewels and rare spices when it wiped out a particularly rich caravan.

  The "devil dog" mentioned in these tales is Jarazim, though the rumors of the rich treasures he has stolen are exaggerated. If the PCs don't seem inclined to seek out the mysterious attacker, perhaps a merchant or caravan operator could hire them to track down and eliminate the creature.

- The characters camp for the night at a big oasis where a sizable caravan has already halted. Sometime after moonset, a commotion erupts within the caravan. Jarazim has arrived, and his roar attacks send most of the caravan's personnel fleeing. After the dust settles, the survivors ask (or hire) the PCs to determine what kind of creature attacked them and to end the threat it poses.

- The PCs find a map to the infamous Temple of Gleaming Sands—a building said to be covered with gold and stuffed with magic treasures. Reports of the temple's wealth are exaggerated—even during its heyday it was not fitted out in gold—but the map gives the temple's location accurately.

BEGINNING THE ADVENTURE

Temple of the Gleaming Sands is a site-based adventure that takes place in a largely abandoned temple deep in the desert. It begins when the PCs come within sight range of the temple.

THE TEMPLE AND ITS ENVIRONS

The temple lies in a shallow depression about 18 miles across. Numerous sandstone mesas dot the floor of this shallow canyon, rising like islands from the sand. Daytime temperatures within the depression range from 110° to 115° Fahrenheit. Each unprotected character traveling through it must make a Fortitude save (DC 15, +1 per previous check) every 10 minutes, taking 1d4 points of nonlethal damage on each failure. A partially protected character, however, need check only once per hour. A character wearing armor or heavy clothing takes a –4 penalty on Fortitude saves against the heat.

The typical player character needs at least 3 gallons of water each day to avoid dehydration from the severe heat. See pages 12 and 15 in *Sandstorm* and pages 303 and 304 in the *Dungeon Master's Guide* for more information on the effects of heat and dehydration.

At night, the temperature within the depression drops to about 50° Fahrenheit. Any creature without warm clothing (such as a cold weather outfit), an *endure elements* effect, or some other protection from frigid temperatures must make a Fortitude save (DC 15, +1 per previous check) each hour or take 1d6 points of nonlethal damage per failure.

A field of mirror sand surrounds the temple, forming a band about 3 miles wide around the base of the mesa upon which it rests. During the day, the temperature in the mirror sand area is about 20% higher than it is in the surrounding desert. Characters can feel the difference, but they suffer no additional heat effects. The real hazard, however, is the fact that the mirror sand can blind characters passing over it, as noted on page 23 of *Sandstorm*. Characters can avoid this effect by traveling at night or by wearing blindfolds, though the latter option presents additional perils for characters who aren't familiar with the terrain.

FEATURES

The temple has been cut into a mesa about 40 feet high. Unless otherwise stated in the text for a specific area, its major features are as follows.

Walls

The temple's corridors were cut into the surrounding sandstone. Later on, they were lined with smoothly fitted blocks of dark red marble, veined with black. Chipping away the marble lining reveals the hewn sandstone beneath. In many places, only a thin partition of marble separates adjacent areas.

Interior Marble Wall: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 20.

Ceilings

Ceilings within the temple are 15 feet high unless otherwise noted.

Floors

Floors throughout the temple are made of smooth stone. Most are bare, but a few have coverings, as noted in the individual area descriptions.

Doors

Most of the temple's doors are made of reinforced wood. None of them have locks unless otherwise noted in the area descriptions. All secret doors within the temple are made of stone and locked. Any character who locates a secret door also finds the hidden keyhole for its lock. Jarazim (see area 11) carries a master key for the secret doors.

Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; break DC 25.

Secret Stone Doors: 3 in. thick; hardness 8; hp 45; break DC 22 (26 locked), Open Lock DC 25, Search DC 20.

Temperature

Within the temple walls (areas 3–14), the temperature is a constant 95° Fahrenheit, day and night. Any unprotected character must make a Fortitude save (DC 15, +1 per previous check) every hour, taking 1d4 points of nonlethal damage on each failure. A character wearing armor or heavy clothing takes a –4 penalty on Fortitude saves against the heat.

Light

Unless otherwise noted, all areas inside the temple are unlit. The descriptive text for these areas, however, assumes that the PCs are using some kind of light source.

1. BRINE POOL (EL 5)

This pool originally held crystal-clear saltwater that produced flashes of blinding light when the wind rippled its surface. Over the years, however, it has become cloudy, scummy, and decidedly nonreflective.

> A rectangular basin constructed from alternating bands of black and white marble holds a murky liquid covered with a thick layer of green and yellow scum that gives off a cloying odor of rot. Two rows of four bone-white monoliths flank the basin's long sides, standing like acolytes in prayer. The surfaces that face the pool are smooth and featureless except for pits and cracks left by decades of desert winds and icy nights. The sides facing away from the pool, however, bear engravings of some kind.

The pool is some 10 feet deep, and its briny water is loaded with silt. The algae growing on the surface are nourished by wastes from the pool's resident brine swimmers (see the Creatures section, below).

Creatures: The pool is currently home to two brine swimmers. Jarazim found a mass of the creatures' eggs during one of his flights around the countryside and brought back as many as he could carry to incubate in the pool. Most of the eggs hatched, but only two of the brood survived to adulthood. Jarazim keeps the pair barely fed with scraps from his own hunting trips.

Brine Swimmers (2): hp 32 each; see *Sandstorm*, page 195.

Tactics: The brine swimmers spend most of their time lying on the bottom of the pool, at opposite ends, so that the murky water and algae blooms on the surface effectively screen them from sight. They are accustomed to irregular visits from Jarazim and expect to be fed whenever they hear anyone walking around near the pool. Thus, they quietly rise to the surface when visitors arrive. The creatures bite and grab anything tossed or poked into the water, and if they don't receive a few tasty morsels within the first 4 rounds, they break the surface and try to bite and grab anyone standing adjacent to the pool. Should they manage to grab foes, the brine swimmers try to drag they prizes to the bottom of the pool so that they can dine in peace. The brine swimmers have land speeds and are more than willing to climb out of the pool to reach their prey or retaliate against creatures harassing them, though they usually do not venture more than 20 feet from the pool's edge.

Development: Any combat or other loud and prolonged disturbance at the pool alerts the giant ant lion at area 2 and the salt mephit at area 3 to the presence of intruders. See areas 2 and 3 for details.

Once the characters have dispatched the brine swimmers, they are free to examine the stone monoliths. Each one measures about 6 inches thick, 5 feet wide, and 10 feet tall. The faded engravings on the sides away from the pool are so badly weathered that they're unreadable to casual inspection. A persistent character who studies the monoliths for at least 1 minute, however, can make a DC 20 Search check to find and trace the barely visible figures and letters. A successful check also reveals old chisel marks and traces of metal, indicating that the engravings were deliberately defaced long ago. A character with the stonecunning ability gets a +2 bonus on the check, as does a character with 5 or more ranks in Craft (stoneworking). These two bonuses stack.

Even with a successful check to find what's left of the engravings, however, a character must make a DC 10 Decipher Script or Knowledge (religion) check to understand what they signify. The markings include the holy symbol of the god to whom the temple was originally dedicated (see Adventure Background), plus a collection of sacred writings and images associated with that god. For example, if the temple was originally dedicated to Pelor, the monoliths would bear his sun symbol plus some admonitions involving the destruction of evil and the value of treating the downtrodden with kindness.

Monoliths (8): 6 in. thick; hardness 8; hp 45; break DC 33; Climb DC 20.

2. DOORSTEP (EL 5)

A semicircle of monoliths similar to those in area 1 marks the temple's entrance. The doorway is still there, but a deep depression in the sand blocks the way to it.

> In front of a sheer cliff at least 40 feet high stands a half-circle of worn, ivory-colored monoliths. The stone slabs have rounded edges and rippled surfaces, almost as if they've begun to melt in the heat.
>
> A funnel-shaped depression, perhaps 20 feet deep, dips into the sand within the semicircle. In the cliff face, roughly in the center of the semicircle's flat side, is a rectangular doorway about 5 feet wide and 8 feet high. The shards of a broken door hang loosely on one side of this opening.

The monoliths are made from softer stone than those in area 1. They too bore inscriptions at one time, but these messages have completely eroded away. The windblown sand that literally eats away these monoliths is what gives them their melted look.

The temple entrance is located right at the lip of the sandy depression. To reach it, a PC must walk along the pit's lip and make a DC 17 Climb check to avoid sliding into the funnel. Characters can avoid this pit by flying or levitating over it, or by jumping. The horizontal distance between the inside of the entryway and any spot sufficiently firm for jumping is at least 10 feet. Any character jumping from the softer sand closer to the pit takes a –2 penalty on the Jump check. A character who tries to jump into the entrance and falls short of it drops into the ant lion's pit, taking 2d6 points of nonlethal damage and landing within reach of the creature's jaws, if it is still alive.

Creatures: The depression in the sand hides a giant ant lion.

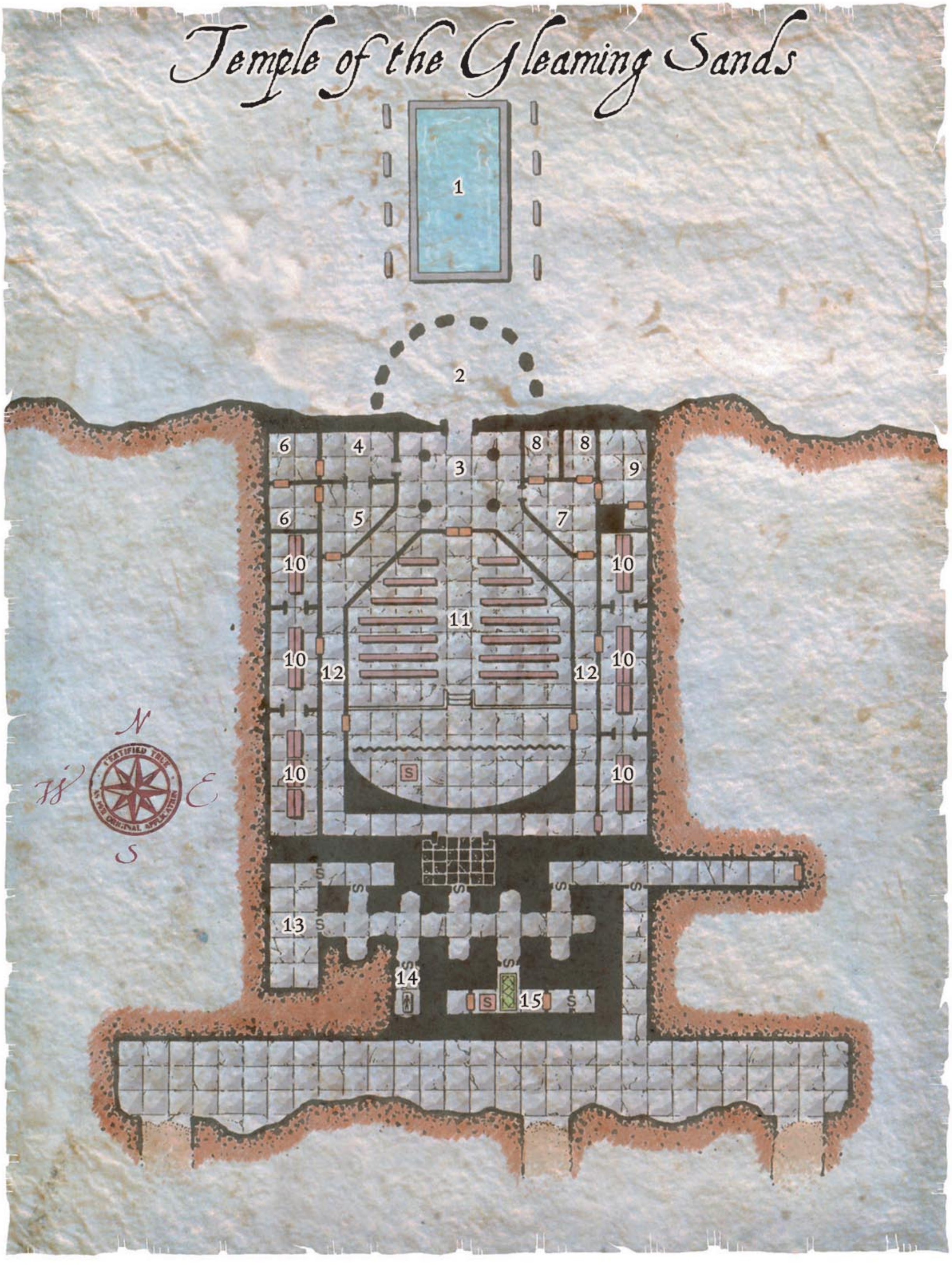
Giant Ant Lion: hp 60; see *Sandstorm,* page 195.

Tactics: The giant ant lion lies mostly buried at the bottom of its pit. Any character who makes a DC 17 Spot check (with the usual –1 penalty for every 10 feet of distance) notices the creature's head and jaws sticking out of the sand.

The ant lion is content to lie in wait until someone slides into its pit. At that point, it uses its sand burst ability to bring the prey within reach, then bites and uses its improved grab ability.

If the PCs use ranged attacks against the ant lion while standing well away from the pit, the creature burrows into the sand and tries to come back up under the closest foe so that it can bite and grab. The ant lion has cover (+4 AC) when buried and total cover while burrowing.

Development: The mephit in area 3 notices any fighting here and might fly out to harass the PCs while they deal with the ant lion, as noted in the Development section for area 3. If the party fought the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brine swimmers in area 1, the ant lion heard the ruckus and knows that potential prey is nearby, but it takes no actions other than watching the rim of its pit for a potential meal.

3. ENTRANCE HALL (EL 3)

Light from the open doorway keeps this room illuminated during the day. The light is bright within 15 feet of the door and shadowy for 15 feet beyond that (see page 164 in the *Player's Handbook*).

In the temple's heyday, this room served as a casual gathering place for the faithful. The text below assumes the PCs enter the temple during the day, so adjust it accordingly if they visit at night.

> This lofty chamber seems as dark as a forest at night compared with the desert glare outside. After a few moments, however, a quartet of thick pillars seems to emerge from the gloom. A bench, just high enough to seat a human comfortably, surrounds each pillar's base, and similar benches line the walls. A mosaic inlay near the peak of the vaulted ceiling depicts a design that might be a holy symbol.

The ceiling in here is 25 feet high. The holy symbol on the ceiling is that of the deity to whom the temple was originally dedicated (see introduction).

Creatures: A salt mephit lurks in this chamber.

Salt Mephit: hp 19; see *Monster Manual,* page 184.

Tactics: The mephit usually sits slumped on a bench on the south side of a pillar so that he isn't visible from the doorway. When visitors arrive unannounced, the mephit takes to the air and demands that they remove their shoes and footgear before entering the temple. No matter how the PCs respond, the mephit uses his breath weapon, though he tries to aim the cone so that it misses characters who are complying. After that, the mephit uses his *glitterdust* power or his ability to draw moisture from the air, affecting as many foes as possible. If reduced to fewer than 10 hit points, the mephit withdraws to area 12 or 11 (whichever is closer at the time) and uses his *summon mephit* ability to call in reinforcements. If the PCs pursue the retreating mephit, he flees to area 11 to warn Jarazim. He also flees to area 11 when reduced to 5 or fewer hit points, even if he has not yet summoned another mephit.

Development: The mephit has orders to report any intruders to Jarazim in area 11, but he isn't very good at following orders. He notices combat or any loud disturbance in areas 1 or 2, but he has no love for the brine swimmers in area 1, and he detests the pool. When he notices a fight in area 1, he watches carefully and tries to determine who the most aggressive and dangerous PCs are. If the characters later fight the ant lion at area 2, the mephit flies out and uses his breath weapon on the PCs he has decided are the most dangerous. If they avoid the brine swimmers in area 1 but fight the ant lion, the mephit doesn't bother watching the fight. Instead, he takes up a perch above the entrance and tries to use his ability to draw moisture from the air, affecting as many PCs as possible when they enter. Otherwise, he uses the tactics noted in the Tactics section.

Any fighting with the mephit alerts the tumbling mounds in area 7 to the presence of a potential meal. The mephit and the tumbling mounds have an uneasy truce: He doesn't enter their lair, and the tumbling mounds won't go to his aid, but once he withdraws, the tumbling mounds attack anyone who stays behind in area 3. Likewise, if the PCs reach area 7 and fight the tumbling mounds without first dealing with the mephit, he moves in and attacks any survivors from that fight.

4. GUARDPOST

The temple garrison once placed guards here to keep watch over area 3, but looters ransacked this chamber years ago. More recently, the salt mephit from area 3 has been using it as a lair.

> Shards of wooden furniture litter the floor of this chamber. On an overturned, legless, wooden table is a hollow mound of white, crystalline powder.

The white powder is a 25-pound pile of salt that the salt mephit has been using as a bed. Anyone who looks at it can identify it as salt, but it takes a full-round action and a DC 10 Appraise or Knowledge (nature or geography) check to determine that the salt is fairly pure, if a little gritty.

Treasure: The mephit has looted a considerable amount of treasure from the victims of the brine swimmers and the ant lion at areas 1 and 2. His treasure cache is hidden in a hollow in the floor under the overturned table. The collection includes 3 bloodstones (50 gp each), a sliver armband with black onyx studs (100 gp), 25 pp, 150 gp, 2 *potions of endure elements,* and a divine scroll of *resist energy* (fire).

5. ARMORY (EL 4)

This chamber once held weapons for the temple garrison. A few of these weapons are still here, along with a nasty surprise for unwary looters.

> In the center of this chamber stands a freestanding rack holding an assortment of spears and axes. Similar racks holding bows, arrows, and javelins line the walls. The weapons seem intact, though their metal parts look dusty and their wooden parts have a gray tinge, like old driftwood.

The racks in this chamber hold some about dozen assorted weapons, none of which are functional (but see the trap entry below). The weapons' metal heads are sound, but their wooden hafts are so dry and brittle that they'll shatter upon striking a target. If the PCs gather up the weapon heads, they can sell the lot for 50 gp.

Trap: The weapon rack in the west wall near the chamber's south exit looks like all other racks in the room, but it hides a trap that slashes anyone who touches it.

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/[ts]4, scythe); Search DC 21; Disable Device DC 18. Market Price: 17,200 gp.

6. BARRACKS

These chambers once served as sleeping quarters for the temple's guards, but now they contain nothing except ruined bunks along the walls.

7. DINING HALL (EL 5)

Meals were once served to the temple staff in this room, but in more recent years, it has served as a lair for various temple denizens. A family of dire vultures once nested in here, but now another creature has claimed the abandoned nest.

> In this chamber is an untidy heap of smashed wood, dried cacti, and desiccated brushwood. The clean scent of fresh water perfumes the air, providing a sharp contrast to the bone-dry debris. The water seems to be held in a shallow basin set in the center of the east wall, about 4 feet above the floor.

The vegetable debris is all that remains of the vultures' nest, but two monsters are presently using it for cover (see the Creatures section below). The font set into the east wall contains sweet, fresh water. A natural cistern in the rock behind the wall keeps the basin filled.

Creatures: A pair of tumbling mounds have settled into this chamber.

Tumbling Mounds (2): hp 39 each; see *Sandstorm*, page 191.

Tactics: The tumbling mounds lie hidden until a victim comes within range for a partial charge (30 feet). A character must make a DC 23 Spot check to notice them amid the remains of the vulture nest.

Treasure: The tumbling mounds have gathered up loot from their fallen foes and stashed it in their nest. Even a casual look at the nest reveals a human-sized suit of half-plate armor. A DC 15 Search check reveals the following smaller items: 3 flasks of alchemist's fire, 3 pieces of amber (100 gp each), a *wand of detect magic* (40 charges), an arcane scroll of *flaming sphere*, a *potion of pass without trace*, and 140 gp.

Development: As noted in the Development section for area 3, the tumbling mounds notice any fighting in that area. In like manner, the mephit there notices any fighting in this room (see the Development section for area 3 for details).

8. STORAGE ROOMS

These chambers used to hold supplies for the temple staff. Now, however, they contain only a few dusty shelves and some broken barrels and crates.

9. KITCHEN (EL 5)

As the furnishings in this room suggest, food was once prepared here.

> Heaps of shattered wood cover the stone-topped benches that line the east and west walls of this chamber. The smashed remains of a long, wooden table fill the room's center, and a fireplace filled gray ash occupies the north wall. In the south wall is a broken door just barely hanging from its hinges, and next to that is a deep basin brimming with clear water.

The broken wood atop the benches is all that's left of numerous cabinets that looters have torn down over the years. Looters also have smashed the table that once occupied the room's center, and the fireplace chimney is black with soot and debris. The broken door leads to an empty panty that's similar to the storage rooms in area 8, but much smaller.

The basin holds fresh water from the same natural cistern that keeps the basin in area 7 filled.

Creatures: A swarm of vicious desert scorpions has established a lair among the remains of the table.

Scorpion Swarm: hp 39 each; see *Sandstorm*, page 185.

Tactics: The scorpions rush out to attack anyone who enters the room.

10. SCRIPTORIUMS/LIBRARIES

These sets of rooms once served as work areas for scribes, storage for books, and reading rooms. Sections of the tabletops can be raised to provide angled surfaces for writing, and drawers under the tables once held writing supplies. The iron lamps on the tables originally held *everburning torches* to provide light, but looters carried those away years ago. The tables are still mostly intact, but all the drawers have been yanked out and overturned. Empty bookshelves line the walls, and a few torn pages litter the floors.

11. AUDITORIUM

The ceiling of this vast chamber rises 50 feet above the main section. The raised area at the south end of the room is about 8 feet high, but the ceiling is no higher here.

This room once served as the main worship area. A statue of the temple's patron god once stood on the raised area at the south end of the room, but looters tore it apart and dragged it away years ago. Rows of pews for the faithful once filled the lower portion of the room (as shown on the map), but looters have overturned and smashed the pews, leaving the area filled with rubble.

> The vaulted ceiling in this chamber looks high enough to hold a grove of trees. At the south end is a short flight of steps leading up to a raised dais, which rises higher than a tall human can reach. A vast curtain that looks as if it were woven from palm leaves hangs from the ceiling about 10 feet behind the edge of the dais. The entire lower area of the chamber is littered with shards of broken wood at least ankle deep.

The debris from the smashed pews hampers movement, and entering a square in the chamber's lower area costs 2 squares of movement. The DC for any Balance or Tumble checks in that area increases by 5, and the DC for a Move Silently check increases by +2. In addition, the chamber has superb acoustics that grant a +8 circumstance bonus on Listen checks.

The palm frond curtain replaces a rich tapestry that once hung above the dais. Jarazim had this curtain made and hung to screen him from view while he's in residence here (see the Creatures section below).

Creatures: Jarazim makes his lair here. He sleeps on the dais, hidden behind the palm frond curtain.

Jarazim: Male canisphinx, hp 67; see *Sandstorm*, page 186.

Tactics: Jarazim spends most of each day snoozing, but his keen ears detect anyone entering the room or moving around in it unless the intruder uses a *silence* spell. Jarazim also keeps his nose or a paw propped against the curtain so that he can tell when anyone touches or disturbs it.

As soon as he notices intruders in the room, Jarazim looses a roar. If some of the intruders flee, he takes to the air and attacks the rest, using his pounce ability whenever he can. He moves around frequently to keep foes from using full attacks against him. If the opposition puts up a good fight, or if nobody flees from his initial roar, Jarazim roars again. He fights to the death and does his best to use up all his roar attacks before succumbing.

Treasure: Around his neck, Jarazim wears a silver chain from which hang the key to the treasure chest and a master key that unlocks the temple's secret doors. In addition, the secret trapdoor in the dais conceals a niche that contains a locked, ironbound chest.

Treasure Chest: 2 in. thick; hardness 5; hp 50; break DC 30, Open Lock DC 20.

Inside the chest are the following items: a golden chalice set with small diamonds (worth 600 gp), a *+1 longsword*, and 600 gp.

Development: As noted in the Development section for area 3, the mephit there might try to flee to this room if forced out of his own. The mephit's arrival would sneaking up on Jarazim difficult, but it doesn't affect his tactics much. The mephit leaves the room as soon as the sphinx roars, even if he makes a successful saving throw against it.

12. RAMPS (EL 3)

The corridor slopes gently upward here, rising about 8 feet within a horizontal space of 10 feet.

Trap: Swinging blades from the ceiling discourage intruders from ascending the ramps. The traps are triggered by pressure plates on the floors and the bases of the ramps.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/[ts]3, greataxe); Search DC 15; Disable Device DC 27. Market Price: 14,100 gp.

13. PRIEST'S QUARTERS

This chamber once served as sleeping quarters for the temple's high priest. The excellent furnishings that once graced the room were looted and smashed years ago.

14. BURIAL NICHE

A stone sarcophagus is the only feature of this chamber.

> This cramped chamber gives the impression that tons of sun-scorched rock are bearing down upon it. On a stone pedestal in the center of the chamber lies a recumbent stone form wearing a priest's robes.

The sarcophagus is not magical in any way.

Creature: The sarcophagus holds a mummy that was placed here to help guard the temple. Thus far, it hasn't been a successful guardian, but it has another chance to prove its mettle with the PCs.

Mummy: hp 55; see *Monster Manual*, page 190.

Tactics: The mummy lies in its sarcophagus until the PCs either damage it or try to remove the lid. Once disturbed, the mummy climbs out of its resting place as a move action, pushing aside the lid (also a move action) on its own if necessary. Once out of the sarcophagus, the mummy attacks the closest foe. If someone within the mummy's reach has been paralyzed by its despair power, the creature attempts a coup de grace against that foe.

Stone Sarcophagus: 4 in. thick; hardness 8; hp 60; break DC 22 (DC of 20 to push off the lid).

Treasure: The mummy wears a jeweled pectoral made of gold, quartz, and obsidian that is worth 1,600 gp.

15. MEDITATION CHAMBER

Looters have ignored this tiny chamber thus far—or perhaps none of them ever found it.

> This cramped chamber is shaped roughly like a T, with the crossbar pointing to the south. On the floor of the vertical part of the T is a thick but very dusty rug. On the wall at each end of the crossbar hangs a big holy symbol.

The holy symbols on the walls are those of the deity to whom the temple was originally dedicated (see Adventure Background).

Treasure: The rug in this chamber is exquisite under its coat of dust. It is worth 200 gp and weighs 50 pounds. The secret trap door in the floor at the west end of the T hides a treasure chest that contains seven pieces of gold altar plate (each weighing 5 pounds and worth 200 gp).

Treasure Chest: 2 in. thick; hardness 5; hp 50; break DC 30, Open Lock DC 20.

CONCLUDING THE ADVENTURE

Once the PCs have slain all the monstrous inhabitants of the temple, it can be rededicated to its deity or devoted to another purpose. If left unattended, it soon attracts a new cadre of monsters.

FURTHER ADVENTURES

After the PCs defeat or drive off the resident monsters (at least the most intelligent and aggressive ones), they might want to lay claim to the temple themselves. The building offers some protection from the desert heat and wind, plus at least a little fresh water. Even if the party doesn't care to call the place home, the temple would make an excellent base for exploring the Basin of Deadly Dust, Harrax, or the Mummy's Tomb (see Chapter 7 in *Sandstorm*).

However, the PCs can't count on complete safety when camped out in the temple. After a few days, they may discover that their refuge lies next to a vast nest of giant termites. The unkeyed section at the south end of the map would be an excellent place for termite workers or scouts to emerge and harass characters trying to shelter inside the temple.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he served as the sage of *Dragon Magazine* for eighteen years. Skip is a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual.* When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not his friends) or works on repairing and improving the century-old farmhouse that he shares with his wife, Penny, and a growing menagerie of pets.

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